

American Skat

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1878
ANMAH

American Skat,



OR,

THE GAME OF SKAT DEFINED.

BY

J. CHARLES EICHHORN

*A descriptive and comprehensive Guide on the Rules and Plays of this
interesting game, including table, definition of phrases,
finesses, and a full treatise on Skat as played to-day.*

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By J. CHARLES EICHHORN

I

INTRODUCTORY



SKAT, with its many interesting features and plays, has now gained such a firm foothold in America, that my present edition in the English language on this great game of cards, will not alone serve as a guide for beginners, but will be a complete compendium on this absorbing game.

It is just a decade since my first book was published. During the past 10 years, the writer has visited, and been in personal touch with almost all the leading authorities on the game of Skat in America as well as in Europe, besides having been continuously a director of the National Skat League, as well as a committeeman on rules.

In pointing out the features of the game, in giving the rules, defining the plays, tables etc., I shall be as concise as possible, using no complicated or lengthy remarks, but in short and comprehensive manner, give all the points and information required.

The game of Skat as played today according to the National Skat League values and rulings, with the addition of Grand Guckser and Passt Nicht as variations, is as well balanced a game, as the leading authorities who have given the same both thorough study and consideration, can make. The users of diversified side issues, exaggerated values exceptional games and novelties, do not alone lessen the beauty of the game, but novelties soon become uninteresting.

The writer does not assume to have made this compilation without the aid of German publications, and of other sources of information, he does, however, assume to have thorough knowledge of the conditions of the game in general, and in using the rulings and values of the game as set down by the North American Skat League, he believes the same to be quite complete, and can therefore offer a thorough treatise on the game.

THE AUTHOR.

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SHORT HISTORY

KAT, (the *a* being pronounced the same as in ah, or father,) is without doubt the most absorbing and interesting game played with cards. All European countries admit it to be the game of thought and culture. It has had many features added to its various plays from time to time, as well as many discarded during its career.

Its origin dates back to 1818, but not until 1848 did it manifest its popularity throughout Europe. In Germany it is recognized as the National Game, and at the present time a lover of the game on the old continent is recognized the same as a Masonic brother.

The birthplace of the game is attributed to Altenburg, Germany, where the game first originated from a combination of a popular home game with a French and also an Italian game, names and phrases of which still exist and are used to designate some of the plays.

The game took the name "Skat" from abbreviating the Italian name "Skatola." As in several American games, a hand or several cards remain on the table, which go to the bidder or Player, and are usually called the "widow" or the "blind," so skatola referred to these cards as the "maid." The widow is still called the "Skat," and the game is also known by that name.

The many diversified plays and rules existing in different parts of Europe relative to this game, led to so many different opinions and arguments, that finally in 1886, a call was issued for a convention of skat players at Altenburg.

The announcement of a convention through the Press, created great interest among Skat players throughout Europe, and on August 7th, 1886, nearly 1200 players including some Americans assembled.

At this time standard rules and regulations were adopted which are still recognized both in Europe and America.

Skat is methodical in all its plays, and contains many finesses, which experience will teach the novice. The rudiments of the game, and its different plays, are soon comprehended and easily remembered. A facetious German sentence: "*Mancher lernt's nie*," (some never learn), is sometimes applied to an old player when he makes a bad play. No game ever played with cards has the same opportunities for fine points as Skat. In most all games good hands simply depend on luck, which is only counteracted by finesses as in duplicate Whist. But in Skat (with the exception of an extraordinary run of luck), a hand holding all the Jacks in a Club Solo with eight trumps and two bare suit Aces, valued at 60, may be beaten by the playing of opponents. Again, the same hand may be outbid by a party holding a Revolution, this gives each player an opportunity to establish a play, which is to be overturned by the opponents.

The rules and values herein given, embody those adopted by the North American Skat League, which at the present time are considered quite complete, however a number of exceptional games are played in some localities, which the writer believes do not add merit to the game.

THE AUTHOR.

THE NORTH AMERICAN SKAT LEAGUE.

THE members of the Victor Skat Club, of St. Louis, Mo., conceived the idea of calling a convention of American Skat Players, to organize a fraternal exchange among the lovers of this game, and to adopt a greater uniformity in the rules and regulations of the game. Recognizing the rapid strides made in the popularity of this fascinating game, the idea was a brilliant one.

On January 22d and 23d, 1898, there assembled in Liederkranz Hall at St. Louis, 300 Skat players, representatives from the states of Missouri, Illinois, Iowa, Arkansas, Texas, Indiana, Wisconsin, Michigan, Ohio, Kentucky, New York and Pennsylvania.

The first day was devoted to a grand tournament, in which 54 handsome prizes were contested for by the skill of the players. These prizes were mostly created from funds contributed by the citizens of St. Louis.

The committee had for months previous to this time, obtained all information from every part of the United States, on local rules and opinions, which were condensed and put into printed form. At the meeting in convention of the delegates present on the second day, the paragraphs were presented in their order, fully discussed and voted upon, and a uniformity of rules, games and regulations adopted, to guide the American players in general.

A committee of organization was then elected, and the North American Skat Verband (League) was brought into existence.

The second Skat Congress was held at Indianapolis in 1899; the third at Milwaukee in 1900; the fourth at Chicago in 1901; the fifth at Detroit in 1902; the sixth at Cleveland in 1903; the seventh, an International Congress at St. Louis, during the World's Fair in 1904; the eighth again in Milwaukee in 1905; the ninth at Buffalo in 1906; the tenth again at Chicago in 1907; and the eleventh at New York City in 1908.

The rapid growth since the first successful Congress at St. Louis in 1898, at which 300 players took part, has been marvelous. At the tenth Congress held at Chicago in June, 1907, at the Coleseum 2700 players took part, besides nearly 600 visiting ladies, who played cards—Mostly Skat for trophies, at another Convention Hall.

The twelfth Congress will be held at Milwaukee in June 1909, and it will no doubt be the largest gathering ever held in this or an European country for the devotees of the game of Skat.

While the North American Skat League is threatened to soon become unweildy in numbers, and force the same to branch out into Interstate and State Leagues, the same has accomplished its prime object.

During the ten years of its existence, it has brought together all the Skat experts of the country, and in establishing the rules and conditions at the present day, it has put the game on a solid foundation. Its rulings have been almost universally adopted, as it has harmonized the game throughout, whereas diversified opinions and methods existed.

SYNOPSIS OF THE GAME.

SKAT is played by three persons. The highest bidder announces the play he desires to make; the two others being the "opponents," combine to overthrow or defeat the Player in his game.

Thirty-two cards are used, the lowest being the seven-spot. Ten cards are dealt each player, the other two remain face down on the table and are called the "Skat."

The four Jacks are the leading factors. The first and highest is the Jack of Clubs ♣, then Spades ♠, Hearts ♥, and Diamonds ♦, in the order named. These are called Matadors or leading trump cards. In unbroken sequence the Matadors continue by Ace of trumps, then Ten, King, Queen, Nine, Eight and Seven, making eleven trumps in all.

In tricks the Ace counts 11, Ten Spot 10, King 4, Queen 3 and Jack 2, a total of 120 points.

To win his game, the player must capture sufficient points in his tricks to make 61, whereby he scores the value of the game played. Should he fail to make 61, he is set back or loses the like amount in value of his play.

A certain figure is placed on each game played, beginning with: Call Plays, (Frage) ♦ 1, ♥ 2, ♠ 3, ♣ 4,
Next, Tourné, with ♦ 5, ♥ 6, ♠ 7, ♣ 8,
Next, Solo, with ♦ 9, ♥ 10, ♠ 11, ♣ 12.

The value of each play is enhanced by the first Matadors, *with or without*. A party playing with Jack of ♣ and Jack of ♠ missing, plays *with one*; no matter what he holds thereafter.

With Jack of ♣ and ♠, the Jack of ♥ missing, he plays *with two*, and the hand is further enhanced by the unbroken sequence, beginning with the Jack of Clubs.

Without, establishes the same values, that is: having Jack of ♠ without Jack of ♣, is *without one*; with Jack of ♥ in hand and two black Jacks missing is *without two*, etc., etc.

Value is then established by counting 1 time for the game or play, and to this is added the amount of Matadors, with or without, to wit:

With or without two first Jacks in a Club ♣ "Call," 2, plus play 1 = 3 times 4, making 12 points.

With or without three first Jacks in a Spade ♠ Tourné, 3, plus play 1 = 4 times 7, making 28 points.

With or without first Jack in a Heart ♥ Solo would be 1, plus play 1 = 2 times 10, making 20 points, etc.

Every play is enhanced 1 times more if the player makes his opponents "Schneider," that is, if he makes 91 points or more, he loses also 1 times additional if he himself is made Schneider, failing to make 31. This is once more enhanced by announcing Schneider in Solo and Grands, the player proclaiming that he will make his opponents Schneider before beginning to play.

To make opponents "Schwartz," they failing to make a single trick, counts 1 time additional, i. e.: a Diamond ♦ Solo with three Matadors made "Schwarz," would count with 3, play 1, Schneider 1, Schwartz 1, making 6 times 9 = 54 points. Schwartz announced again adds one times more the value of the play.

All suit cards run Ace high, Ten next, then King, Queen, Nine, Eight and Seven.

Call Plays or Frage are now seldom played, on account of their small value, the player is permitted to take up the two "Skat" cards, discard two cards to advantage and announce any trump he pleases, the points in the discard add to his tricks.

In Tourné, the bidder having a fair hand, obtaining the bid, turns up one of the "Skat" cards, the suit of which becomes trump, and he also discards two cards to advantage.

In Solo, the successful bidder announces a trump and plays a game out of the hand held, without assistance of the "Skat" cards. The value of this play is enhanced and at the same time becomes more risky, the Player not being able to discard. The two "Skat" cards however go to the player at end of the

game and the points therein count with his tricks. The value of his play is also enhanced or diminished by the Matadors the "Skat" contains.

The next play is Grand or Grand Solo, this play is valued at 20, and is multiplied in like order, by the Matadors and contingencies. In a Grand the Jacks only are trumps in their regular order, and this makes only four trumps or four Matadors. All suits have the same value. The player depends on his good suit cards, Ace, Ten, etc., forcing the Jacks off the field and winning his game on his strong suit cards.

In Grand Tourné, the successful bidder turning up a Jack, can, with this assistance and favorable discard, announce a Grand before looking at other "Skat" card. The basis value of this game is 12.

In a Guckser Grand, the bidder takes the chance by announcing "Guckser" in picking up the two "Skat" cards and discarding two cards to advantage. He must then play Grand. The basis value is 16, but if his play is lost, he loses double the full value of the play. He hazards picking up favorably to strengthen a fair hand or discarding large bare point cards, against a poor pick-up, whereby he pays the penalty.

In Grand Ouvert, valued at 24, the player lays his hand open on the table and defies his opponents to make a single trick. This play includes the number of Matadors (the four Jacks) the player plays *with*, also all the contingencies. If with four Matadors, would be 9 times 24 = 216, the play of highest value in Skat.

A Nullo or Null play, has only a single value of 20. The Player announcing "Null" thereby proclaims that he will not take a trick. If he does not make a trick he scores 20, whereas if a single trick is forced on him he loses a like amount.

The cards when Null is announced at once become common, that is, there are no trumps, and the suits run Seven, Eight, Nine, Ten, Jack, Queen, King, Ace.

Null Ouvert, has a single value of 40. The player lays his hand open on the table and defies his opponents to force a

single trick on him. A bare Eight Spot of a suit may lose him the play, as the finesses of the opponents in playing off their short suits, may force the losing trick.

In Ramsch, the cards are the same as in Grand ; Jacks are the only trumps and all suits are alike, but the order of play is the reverse to Grand. When all players pass, Ramsch is announced, and the party receiving the most points loses the game, 20 Points ; or if one of the players has not received a trick 30 Points.

Passt Nicht (Don't Suit) Tourné,—When the Player turns one of the "Skat" cards and it does not suit him, he may so declare without showing it, and can turn the other card which shall be trump, should the second card be a Jack he can also announce Grand as in Grand Tourné. If the Player wins it counts the same as tourné, if he fails to win his game it counts double against him.

NOTES.—The foregoing games, comprise all the official plays of National Skat League, also their values.

In tournament games, the "Call Play" (*Frage or Question*) is omitted.

At the eleventh Congress in New York City in June 1908, the values of "Grand" plays were changed and generally adopted as follows:

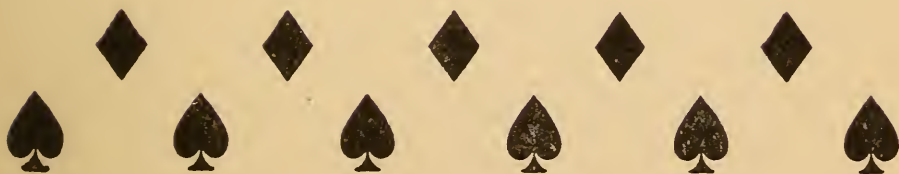
	Tourné	Guckser	Solo	Ouvert
Former basis value	12	12	16	24
Now adopted	12	16	20	24



PART TWO.



THE GAME OF SKAT



THE GAME OF SKAT.

NOTES.—When the word “Skat” is enclosed in quotation marks, it refers to the two cards used in the “blind,” when the game itself is referred to, it is simply written Skat.

The participant who has the bid and announces the play, is referred to as the Player. When the word “player” or “players” is not expressed with a capital letter, it does not refer to the individual, but to any or all of the partakers.

When the word “Points” is written with a capital letter, it refers to the value of the amount won by a Player, or the amount lost or fined a player. When the word is simply written “points,” it refers to the value of cards in the tricks taken.

LIST OF PLAYS.

The Game of Skat consists of the following plays :

The Call Play, (*German Frage*)

The Tourné, to turn up a trump,

The Solos, announcing trump from hand,

The Grand or Grando,

Grand Tourné,

Guckser Grand,

Grand Ouvert,

The Null or Nullo,

Null Ouvert,

Null Ouvert Forcé, or Revolution,

The Ramsch.

THE DECK.

A Skat deck consists of 32 cards, the lowest being the Seven-spot, then Eight, Nine, Ten, Jack, Queen, King and Ace, making four suits of eight cards each.

NUMBER OF PLAYERS.

The number of players are three, only three can engage during the play of a hand, however, four can engage in a game at the same table, the dealer in his turn does not play, but deals the cards to the other three, he however participates in the loss or gain of this play, which is reckoned in his account.

THE PARTICIPANTS.

The first player, in front or to left of the dealer, is called the "lead" or "Elder hand," in the bidding he retains the *age* until outbid. He also always has the first lead. The second or "middle" hand, has the first bid in establishing a play, when he passes, the last or "back" hand has the bid, until he outbids or passes to the Elder and Middle hands.

PRINCIPLES OF THE GAME.

The successful bidder, by making or announcing a play is termed the Player; the two others immediately become his adversaries or "opponents" as in cut-throat Euchre, and attempt to overthrow or defeat his game. Should the Player win; the value of his play is paid him or added to his score. If he loses, the amount is deducted from his score.

VALUE OF SUITS.

The suit values rank in following order:

1st	♣ Clubs,	German, Kreutz, (<i>croyts.</i>)
2d	♠ Spades,	German, Schueppen, (<i>shippen.</i>)
3d	♥ Hearts,	German, Herz, (<i>herts.</i>)
4th	♦ Diamonds,	German, Eckstein, (<i>ekstine.</i>)

The lowest suit in all games is Diamonds, this is outranked by Hearts, then Spades, and then Clubs in establishing the value of the different games.

VALUE OF CARDS.

In tricks the value of cards count as follows:

The four Aces,	each 11 points =	44
The four Tens,	each 10 points =	40
The four Kings,	each 4 points =	16
The four Queens,	each 3 points =	12
The four Jacks,	each 2 points =	8
		A total of 120 points

The sevens, eights and nines have no scoring value.

TO WIN OR LOSE.

The points, and not the tricks count in the game. The Player must capture sufficient points to make 61, one point more than half of the total of 120; failing to do this (making only 60 or less), he loses his game.

Should the Player make 91 or more, he has made his opponents "Schneider," which adds one times more the value of his play to his score. Should he fail to make 31, he is himself "Schneidered" and loses one time more the value of his play.

Should the Player make all the tricks, he has made his opponents "Schwarz," which again counts one times more the value of his play.

DEALING THE CARDS.

Each player is dealt 10 cards, respectively 3, 4 and 3, and two cards are laid on the table face down, which are called the "Skat;" with or without the assistance of these two "Skat" cards the Player establishes a game, which he makes or announces after obtaining the highest bid.

THE "SKAT."

The two cards remaining on the table belong to the Player and count to his advantage, or oftentimes to his disadvantage.

In Call Play, Tourné and Guckser, the Player appropriates the "Skat" and with 12 cards in his hand, he discards two to his advantage, the points contained therein count with his tricks.

In Solo and Grand the "Skat" remains untouched until the play is finished, the cards then belong to the Player and add to his score.

The "Skat" may also enhance the value of the Players game, by increasing his Matadors, and again may prove to his disadvantage by over-bidding his hand in playing against the number of Matadors he presumed, in which case he loses his game, unless the value of his bid is made by the contingencies.

THE FOUR JACKS.



In all games, with exception of the Nullos, the four Jacks, as in above order, are the leading factors or trump cards, while their scoring value is only two, yet they excel the Ace and Ten of trumps in taking tricks. The Player with the Jacks is enabled to draw out the trumps, and when he plays against the Jacks, he must force them out of the reach of capturing his high trump cards.

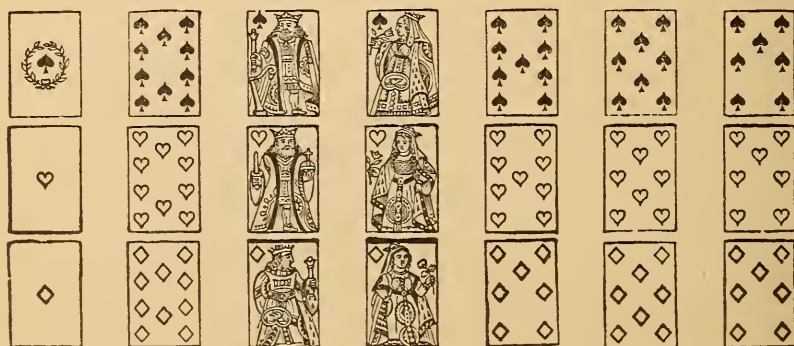
TRUMP CARDS.

In Call Play, Tourné and Solos, the four Jacks are always the highest trumps, beginning with the Jack of Clubs, then follow Jacks of Spades, Hearts and Diamonds, the Ace of trumps, Ten, King, Queen, Nine, Eight and Seven.

If Clubs are trumps, the trump cards would be as follows:



The balance of suits (not trumps) are devoid of Jacks, but otherwise rank in the same order.



This establishes eleven trump cards, and seven each of common suit.

When a Grand is announced or played, the four Jacks in their regular order are the only trump cards. The suit cards are all alike, beginning with Ace, then Ten, King, Queen, Nine, Eight and Seven.

In Ramsch, the Jacks and suit cards are the same as in Grand, only the order of play is reversed.

In the Nullos only, the cards become common, that is: when a Nullo is announced, the cards lose their former value, and then run:



points have no value, the only object being to force a trick on the Player.

THE MATADORS.

The unbroken sequence of trumps, beginning with the Jack of Clubs, are termed "Matadors," these establish the value of each game played; should the Player in his hand and the "Skat" (which belongs to him) hold all the trumps, he would play with eleven Matadors:



As soon as the sequence is broken, for example, the Jack of Spades missing, the Player plays "with one" Matador, no matter what trumps he may hold thereafter.

In holding the Jack of Clubs, the Player plays "*with*" Matadors, and the trumps thereafter up to the point at which the sequence is broken, are called with (a valuation of the play) so many Matadors.

The same calculation in value is made "*without*" Matadors, the Player playing against so many Matadors, up to the highest trump card he holds.

The Jack of Clubs missing, with Jack of Spades in hand is "*without one.*" The two black Jacks missing and holding Jack of Hearts, is "*without two.*" The Jacks of ♣ ♠ ♥ missing is "*without three,*" and continues without four, five, etc., etc.

ESTABLISHING VALUES.

In Call Play, Tourné, Solo and Grand, the suits and plays each have a specific figure or basis value, these are multiplied by a rule, Matadors, and further contingencies.

The value of a play is computed:

- 1st, By counting one time for the value of play established.
- 2d, By adding the number of Matadors the Player plays "*with*" or "*without,*" and multiplying the basis value of this play.

EXAMPLE:—The Player plays a Heart Solo (value 10), he has Jack of Clubs ♣, Jack Spade ♠ missing (with one Matador), the value is established; by 1 time for the play, and 1 Matador, equaling 2 times 10 = 20 Points.

Or, a Tourné in Clubs ♣ (8), *with* or *without* the two highest Jacks, would count 1 time for the game or play, and 2 for Matadors, being 3 times 8 = 24 Points.

THE MULTIPLICANDS.

According to the previous paragraph, each play has a specific value, this is multiplied first by

- a. Counting 1 time for the game or play.
- b. Adding to this as many times more as Matadors held.

The player to win his game, must capture at least 61 Points in his tricks. If he should play a Heart ♥ Solo (10) with one Matador, he would count

$$\begin{array}{r} \text{For Play} \quad 1 \\ \text{With 1 Matador} \quad 1 \\ \hline \text{or } 2 \text{ times } 10 = 20 \text{ Points.} \end{array}$$

In case the Player makes 91 Points or more in his tricks, he has made his opponents "Schneider," for this he adds one time more, thus in the foregoing hand he would count:

$$\begin{array}{r} \text{For Play} \quad 1 \\ \text{With 1 Matador} \quad 1 \\ \text{Schneider} \quad 1 \\ \hline \text{or } 3 \text{ times } 10 = 30 \text{ Points.} \end{array}$$

In case the Player makes all the tricks, he has made his opponents "Schwarz," and the same hand would then count:

For Play	1
With 1 Matador	1
Schneider	1
Schwarz	1
<hr/>	
or 4 times 10 = 40 Points.	

When the Player plays a Solo game (without the "Skat,") and feels confident he can make his opponents "Schneider," he may so "Announce" or proclaim before the beginning of the play, he is then obliged to make 91 or he loses, thus in the same hand this would count:

For Play	1
With 1 Matador	1
Schneider	1
Schneider Announced	1
<hr/>	
or 4 times 10 = 40 Points.	

Should he, after announcing Schneider, make his opponents "Schwarz," on the last calculation, he adds 1 times more to the value of his play; *i. e.*—5 times 10 = 50 Points.

A Player playing a Solo or Grand, (if has the lead, as it is dangerous otherwise) feeling assured he can make all tricks, by his high trumps and strong suit, can announce "Schwarz" this includes all contingencies:

For Play	1
With 1 Matador	1 (generally more)
Schneider	1
Schneider Announced	1
Schwarz	1
Schwarz Announced	1
<hr/>	
or 6 times 10 = 60 Points.	













It is also to be noted, that in the first example, Heart ♥ Solo with one Matador, if the Player falls short of 61 Points, he loses the same value of his play 20.

Should he fail to make 31 Points, he himself is "Schneidered" by his opponents, and therefore loses 30.

Should he have announced "Schneider" and fails to make 91, he loses his game, Play 1, Matador 1, Schneider 1, Schneider Announced 1 = 40.

VALUE OF GAMES.

The basis values of the different Games are as follows:

Player adds the two "Skat" cards to his hand and announces trump.	{	Call Play in Diamonds 	the value is	1
		" " Hearts 	"	2
		" " Spades 	"	3
		" " Clubs 	"	4
Player turns up a trump from "Skat."	{	Tourné " Diamonds 	"	5
		" " Hearts 	"	6
		" " Spades 	"	7
		" " Clubs 	"	8
The Player announces a trump from his hand	{	Solo " Diamonds 	"	9
		" " Hearts 	"	10
		" " Spades 	"	11
		" " Clubs 	"	12
Jacks, trumps only.	{	Grand Solo - -	"	20
		Grand Tourné - -	"	12
		Grand Guckser won -	"	16
		Grand Guckser lost -	"	32
		Grand Ouvert - -	"	24
These plays have only a Single Value.	{	Nullo - -	"	20
		Nullo, Ouvert - -	"	40
		Nullo, Forcé, or Revolution	"	60
		Ramsch - -	"	20
		Ramsch Jungfer -	"	30

SCORING.

The Player winning the game he has made or announced, receives from each participant the value of the game he has won. If he loses, he must pay to each the value of game lost. This may be done with chips, or by keeping an account with each player, the amount won is added to his score, and the amount lost is deducted from his account, and at the end of sitting the accounts are balanced.

THE CALL PLAY. (FRAGE.)

The primary Game in Skat is now rarely played, as a value from this play is small, and players endeavor as a general rule to establish a play from the lowest Tourné (10) and upwards.

Still many old players employ this game, it being really the first play in the founding of Skat, but as a rule it must be generally understood by the players:

1st, That Call Plays are sanctioned, and

2d, To declare their intention each time they desire to make a Call Play.

As the Guckser is now often played, in which the Player adds the "Skat" to his hand, he may take the advantage on picking up fortunately, to announce a Grand Guckser. Or if he picks up poorly, to announce and simply play a Call game, in which the risk is small.

In Call Plays, ♦ value is 1, ♥ 2, ♠ 3, ♣ 4.

A Call hand is illustrated as follows:

With Matadors



Without Matadors



The first hand contains a value with two Matadors, but otherwise weak in establishing a higher play.

The second hand shows a fair suit without two Matadors, for a Tourné *without two* the Player takes chances to turn a trump favorable to this hand, while in Call Play he can make any suit trump after taking up the "Skat."

In either case—2, and game 1, making 3 times value of play, to-wit:

A Club	♣	with or without 1 Matador,	$2 \times 4 = 8$
A Spade	♠	" " 2 "	$3 \times 3 = 9$
A Heart	♥	" " 3 "	$4 \times 2 = 8$
A Diamond	♦	" " 4 "	$5 \times 1 = 5$

It will be seen that the Diamond establishes such a small value, therefore it is rarely announced.

THE BID—The bidder (as *with* or *without* two Matadors) desiring to play this hand, announces "play" or "call," if his opponents pass, he can take up the "Skat" and announce his trump.

If the age hand retains the "Call" the bidder can announce 9, on this hand he can make a black trump only, as red will be overreached.

The bidder can go no farther, unless he is confined to make Clubs trump. By his suit tricks, and good discarding he may make the Club (valued 12) suit win, if the "Skat" renders him some assistance.

The bidder daring to go no further than 9, the age hand still retains the privilege to take up the "Skat," and making either of the black suit trumps.

DISCARD—The "Skat" cards are taken up by the successful bidder without exposing them, his suit is thereby strengthened, two cards are discarded and his trump is announced.

He discards two cards to his advantage, either weak suit cards so he can trump, or high cards (in jeopardy) of long suits, the points in the discard count with his tricks.

In case he should find the third Matador, making his hand *with* 3, obtaining the bid on 9 with a strong hand, and the possibility of making his opponents "Schneider," he could make Hearts ♥ trumps, with 3, Game 1, "Schneider" 1,— $5 \times 2 = 10$.

The Player *without* two, obtaining the bid on 9, and if he should find one of the black Jacks, making his hand *with* or *without* one, has overbid his hand and loses amount bid, unless by the possibility of making his opponents "Schneider," he makes the amount of his bid or more.

NOTE—The Player after picking up the "Skat," can establish any trump he likes, as long as the value comes up to the amount bid or more.

THE TOURNÉ.

The word Tourné is derived from the French, signifying to turn over, or turning up a trump, whereby the successful bidder has the privilege of turning up one of the "Skat" cards. This game is used mostly by players as the lowest in value of making a play, a Diamond ♦ with one Matador, 10. Should all pass, a Ramsch is played, forcing 20 Points from the losers account.

In Tourné, ♦ is valued at 5, ♥ at 6, ♠ at 7, ♣ at 8.

The successful bidder turns up one of the "Skat" cards, (whichever he choses) and this becomes the trump.

He adds the other card to his hand, without showing it, and discards two cards to his advantage, which add to the points in his tricks.

Should he turn up a Jack, he has the privilege of announcing a Grand (see Grand Tourné) before he looks at the other card, which may strengthen a Grand hand.

If he should turn up a weak suit with good scoring cards, he may discard the Ace or Ten of trumps, or both, if in danger of being captured by opponents, and depend on his other suits to make sufficient tricks to win the game.

Should he turn an unfavorable trump, he may throw up the game, and lose the value thereof. The Player may also do this after the first trick is played and before the first card of the second trick is led, seeing the game will turn unfavorably, and thereby save the further loss of being "Schneidered" or even made "Schwartz."

Tourné hands may be illustrated as follows:

A Tourné in four suits,



The Player obtaining the bid on 10, any card he may turn up will make him 5 trumps, and possibly 6, if the other "Skat" card is of the same suit.

Should he bid 12, he takes the chances of not turning up Diamonds. On a bid of 14, he must turn up a black card.

A Tourné in two suits:



The bidder taking his chances to turn a black trump on a bid of 14, a red card is overbid.

This illustration may be termed a "Weak Solo," as the Player has good opportunities to win on a Spade Solo, being able to force the trumps from the field, and although losing a trick in Clubs and Diamonds, may still have sufficient trumps to win.

It must be borne in mind, that a Weak Solo, is often better than taking chances on a Tourné, as your long suits are less liable to turn up.

It must be remembered, that if the bidder holds two black Jacks (*with two* Matadors), or two red Jacks (*without two*), the lowest ♦ Tourné is valued at 15, should he take the chances of bidding on ♥, ♠ or ♣, he can bid 18, etc.

The same rule *with* or *without* three Matadors, establishes four times the value of the suit he turns, etc.

THE SOLO.

The next game following Tourné are the "Solo" games, which are established out of the hand held and without assistance of the "Skat" cards.

The value of Solo games are, ♦ 9, ♥ 10, ♠ 11, ♣ 12.

The lowest Solo game, ♦ with one Matador is 18, this is enhanced by the number of Matadors and other contingencies.

A Heart ♥ Solo outranks the Diamond ♦, which in turn are outranked by Spades ♠, and these again by Clubs ♣.

It will be remembered, that a bid on a Club ♣ Solo, with one Matador, valued at 24, may be outbid by a Diamond ♦ Solo without two Matadors, which is valued at 27.


The player of a Solo must calculate to make sufficient points (61) in his tricks to win his game without the assistance of the "Skat" cards, or a discard. The two "Skat"

cards, however, go to him at end of the play, and the points therein may also assist him to reach the amount sufficient to win his game.

A Club Solo may be illustrated as follows:



This game if won, scores the Player 24.

Should the Jack of Spades  be in the "Skat," the Player would then have played with 3 Matadors, which, with the game 1, would count him 4 times $12 = 48$.

The two "Skat" cards which belong to the Player, may also affect him unfavorably. The Player establishing, say, a Heart Solo without two Matadors, and is obliged to bid the full amount 30, or in excess of 20, although winning the game, if one of the higher Jacks lays in the "Skat," he has overbid himself and loses the value of the game on which he bid, unless he has "Schneidered his opponents, in which event he still has won his amount of 3 times 10.

THE GRAND.

The Grand or Grand Solo supersedes the suit Solo, and has a basis value of 20.

When a Grand is announced or played, the four Jacks, in their regular order are the only trump cards and there are only 4 Matadors, with other contingencies added, which enhance the basis value as before.

All suits become alike, being Ace, Ten, King, Queen, Nine, Eight and Seven. The suit tricks must enable the Player to make the desired points. In this he must take into consideration the power of leading his strong suits and the liability of being trumped. To force the Jacks from the field and regain the lead is the essence of this play.

A Grand hand may be illustrated as follows:



The value of this hand is 40, if opponents are made "Schneider" 60.

THE GRAND TOURNÉ.

The Grand Tourné has a basis value of 12.

The successful bidder may have obtained the bid on a Tourné hand, and turns up a Jack, he may then before he looks at the other card, declare a Grand, which he also oft-times chances when the suit turned, represented by the Jack is overbid or unfavorable.

He may have received the play on the following hand:



he turns up Jack ♦, declares Grand, enabling him to discard two cards, and he is then assured of six tricks, more or less under various circumstances, but sufficient to win his game.

THE GUCKSER GRAND.

This play, one of the most hazardous games, has received many diversified opinions. Some old players consider this play too risky, but nine-tenths of Skat players favor it.

At the first American Congress held at St. Louis, there was a serious discussion in regard to annexing this game as official. The writer's motion to recognize this game officially as an American adoption, was almost unanimously carried.

To win this game the basis value is 16, but should the same be overturned or lost, the Player loses at the rate of 32, or double its basis value.

Guckser, signifies to "*spy*" or "*peep into*" the "Skat," appropriating the two "Skat" cards and establishing an uncertain Grand by favorable discarding, etc.

The Player desiring to play "Guckser" must so announce before picking up the "Skat," unless Call Play has been ruled out. He has the hope to either strengthen his suit or Jacks, and to discard favorably, as some unguarded Tens, etc.

An average of one out of four of these plays is overturned, as the Player hazards his chances by picking up unfavorable cards. Although he may hold three or even all the Jacks, bad suits may lose him the game which is costly.

GRAND OUVERT.

This is the highest game played. Although it affords many combinations with ten cards to establish this play, it is practically the "Royal Flush" in Skat. The basis value is 24.

A Grand Oouvert may be illustrated as follows:



The Player announcing Grand Oouvert, lays his hand exposed on the table and defies his opponents to take a trick, they may openly counsel as to the possibility of overthrowing the hand, which in the above hand is impossible.

The Player having the lead, may announce this game with *one*, having all but Jack ♠, which he can capture, and balance of tricks made on his strong suits. Or having the lead with two best Jacks he can capture outstanding Jacks, and make all the suit tricks.

On the foregoing hand, should a Jack be missing and the Player has not the first lead, the hand may be overturned by one opponent holding the other two Diamonds, and playing out a Diamond, his partner trumping in the Jack, while the Player, being obliged to follow suit, loses the game.

In scoring this hand, it is understood that all the contingencies are included, with 4 Matadors, game 1, Scheider 1, Schneider Announced 1, Schwarz 1, Schwarz Announced 1, or 9 times 24 = 216 Points.

NULL OR NULLO.

The single value of Null is 20.

The bidder obtaining the play, when he announces Null, all the cards immediately lose their former value, and become common Seven, Eight, Nine, Ten, Jack, Queen, King, Ace.

In announcing "Null" the Player thereby proclaims that he will not make a single trick, if no trick can be forced on him he wins 20 Points. If he makes one trick, he loses 20 Points.

A Nullo hand may be illustrated as follows:



If a Spade is led the Player can throw off his Jack and his game is sure. Should an opponent lead a bare Ten , the Player is forced to duck under with the Seven, the partner takes the trick with a high Diamond and leads back with Eight , the other throws off and the Player is forced to take a trick.

NULL OUVERT.

The single value of Null Ouvert is 40.

The Player having strong sequence of low cards lays his hand exposed on the table, defying his opponents to force a trick on him.

The bare Eight spot of a suit, if the Player does not have the lead, may be the means of losing the game as one of the opponents may play a long suit held by the Player, the partner throws off the suit of this Eight spot, and a lead of the Seven spot following will force the losing trick on him.

The "Skat" cards in Nullos remain untouched.

NULLO OUVERT FORCÉ OR REVOLUTION.

The single value of this game is 60.

The Player lays his hand exposed as in Null Ouvert, and defies the two opponents hands combined to force a trick onto him with the lead of a single card.

The cards in the "Skat" may be to the Player's advantage, as there are eight cards of a suit, if he holds Seven, Eight, Nine and Ace, a trick can certainly be forced upon him, unless one of this suit is in the "Skat," such an undertaking is not advisable.

The hand of "Revolution" is oftentimes excluded (see General Rules) as it is considered a *cinch*, and annoyingly outbids a good Solo. It is therefore confined to Null Ouvert (40), although opinions differ in making the play permissible. The same could be asserted to Grand Ouvert, however, the latter is of such rare occurrence that it is fully recognized.

RAMSCH.

The single value of this game is 20. The party receiving the most points in his tricks, loses 20 Points from his score; should one player not make any tricks it is called "Jungfer," and the one receiving the "Ramsch" loses 30.

The cards of Ramsch are the same as in Grand. It is the endeavor of each player, however, to make as few tricks or points as possible.

When the Call Play is omitted, and players either from uncertain hands, or fearing to even risk a Tourné, should all pass, then Ramsch becomes the order of play.

The game is not easy, and considerable judgment must be used, as a player ducking a trick on a long suit may afterwards have the suit forced on him, and have points thrown to him.

The points in the "Skat" go to the player taking the last trick, which oftentimes contains big scoring cards, it is therefore advisable to clear your dangerous suits and Jacks early in the play.

In case of a tie the player taking the last trick loses, if the player taking the last trick has less points than two others that may be tied, the loss goes to the tied player taking the last former trick, if this cannot be ascertained they cut the cards, low loses.

A player holding Jacks can trump tricks in which he has not the suit played, whereas, his Jacks are bound to make tricks, he must endeavor to make as cheap a trick as possible.

PASST NICHT TOURNE.

Passt Nicht (Don't Suit) in the Tourné play is an additional innovation which has been made officially permissible in the game of Skat. It is now being played universally, and is also an official play in tournaments.

The Player having obtained the bid on a Tourné, turns one of the "Skat" cards and if it does not suit him, he may so declare without showing it, however he must then turn the other card which shall be trump. Should the second card be a Jack, the Player may either play the suit or Grand Tourné

If the player wins his game, the value is the same as in suit or Grand Tourné; if he fails to win his game, or lays his cards, he loses double the value of the game.

The Player is obliged to show the second card before he mixes it with his other cards, otherwise if the opponents are not satisfied with the identity of the card, he is bound to play --after discarding two cards, the suit his opponents determine.



PART THREE.



GENERAL RULES.

GENERAL TERMS USED.



GENERAL RULES.

NOTE

The Rules and Regulations of home or club usage, exceptional games and plays, should be generally understood by all the players.

Should these not have been made known to a new comer, as stated in Part Five (Games Announced), the player has the right to conform to the officially adopted rules, until otherwise agreed upon.

The Rules and Penalties herein given, are in accordance to the regulations of the North American Skat League, and are considered authority.

VALUE OF CARDS IN CUTTING.

To make a decision by the cutting of cards, the value of the cards rank in their order from Ace high, to Seven spot low in the following order:

1	2	3	4	5	6	7	8
Ace	Ten	King	Queen	Jack	Nine	Eight	Seven

CHOOSING OF PLACES.

This has little import, as players sit at will, or as they arrive at table and choosing their seats, unless preference is given to the player keeping the score.

Should a player be dissatisfied on account of a seat being on the outside, or the one most subject to the "irrepressible" bystander, onlooker or adviser, or should he not desire to sit in a certain position to another player, he may request to draw for places by cutting the cards.

The player drawing the lowest card has first choice, the next lowest card sits to left in same rotation as deals follow, and so on.

In tournaments the players must sit in the seats drawn.

THE DEAL.

In cutting for deal the lowest card deals first, this can be ascertained by each player drawing a card, or one party having the cards cut, deals out a card to each player.

It is, however, customary for the first man to the left of the score-keeper to deal the first hand. The last deal is then dealt by the score-keeper, which will make an even number of deals for each player.

SHUFFLING.

At the beginning of the game the cards should be thoroughly mixed that no sequence on account of a new deck may occur. At each new deal the dealer is obliged to shuffle the cards at least three times without exposing a card.

CUTTING.

The dealer invariably lays the deck before the man to his right, who is obliged to cut them; he can cut them at will, but must cut them below the three top cards, or above the three lowest cards.

DEALING.

Each of the players receives ten cards in the following order: 3, 4 and 3; after the first three cards are dealt each player, the next two cards are placed in the center of the table face downward and are called the "Skat," then each player receives four cards in the next round, and again three in the last round.

The above is the regulation deal, although this rule can be varied to suit the players by dealing 3, 2, "Skat," 3 and 2; or by dealing 5, "Skat" and 5; this must however, be previously agreed upon, otherwise the regulation deal governs the game, and a player can claim a misdeal.

THE "SKAT."

The two cards which remain on the table face down, cannot be the first or the last two cards dealt, but must be laid out during the deal, invariably after the first three cards are dealt each player.

No one is to know what the two cards in the "Skat" contain, until a play is announced for which the cards of the "Skat" are to be used.

Nor is the "Skat" to be known by any of the players, or those not playing but interested in the game, until such play is ended. The value contained in the "Skat" cards go to the Player, in the points they contain, also to the enhanced or diminished value of the Player's game.

The two "Skat" cards do not enter the game in Nullos, but in Ramsch they go into the player's count that took the last trick.

MISDEALS.

Each player is presumed to receive ten cards in their regulation order. Should the cards be misdealt, then they are to be dealt over by the same dealer, but he is fined ten Points for making a misdeal.

Should it however be apparent that a card fell to the floor the dealer is not fined, but the cards must be re-dealt. If the Player has the correct number of cards, has obtained the play and announced the same, before another has discovered a misdeal, the play may continue at the option of the Player.

Should the Player however have an incorrect number of cards, the game is void and a new deal is made, no matter at what stage of the play the same is discovered.

DEALING OUT OF TURN.

If all cards are dealt, the game must be played, even if the dealing was done out of turn; in such case the next deal must be made by the one who should have dealt before, and then proceed as if no misdeal had been made, however, omitting the one who has dealt out of turn, thus each player deals but once during one round.

EXPOSED CARDS.

In dealing, should a card dealt one of the players be exposed, by fault of the dealer or one of the other players, the ruling is that a new deal must be made.

Where this rule is not observed and customary, any participant must at once declare if a new deal shall be made, without looking at their hands.

Should the deal be allowed to go further, no claim for a new deal can afterwards be made.

EXPOSED "SKAT."

Should either of the "Skat" cards become exposed to one or more of the players a new deal must invariably be made.

MISSING "SKAT" CARDS.

If, before a game shall be announced, it is discovered that the Skat Cards are missing or they, or any of them, are in the possession or have been seen by any participant, the dealer shall draw out of the hand of the person having the "Skat" Cards, or any of them, sufficient cards to leave said player ten cards, after which the bidding shall proceed as if no mistake had been made, but the player causing this proceeding, shall be fined 25 points and is forbidden to participate in the bidding and denied the opportunity to play any game during this particular deal.

SEEING BOTH "SKAT" CARDS.

Should a player having obtained the bid, in turning trump inadvertently see both "Skat" cards without announcing "Passt Nicht," he is obliged to turn the top card only, which must be trump.

PASST NICHT (DON'T SUIT.)

When a player turns one of the "Skat" cards and it does not suit him, he may so declare without showing it however and he must then turn the other card which shall be trump. Should the second card turned be a Jack, the player may either play the suit or grand tourné. The player is obliged to show the second card before he mixes it with his other cards, otherwise he is bound to play the game, after discarding two cards, which his opponents select.

If the player wins it counts the same as a tourné, if he fails to make his game it counts double against him.

FOLLOWING SUIT.

Any suit card or trump must always be honored if the players are able to do so. They can however play over or under as they choose.

If they do not have the suit, they are at liberty to trump, throw off another suit, or to throw in a valuable scoring card.

REVOKING.

Should a player "revoke," that is not follow suit or trump when called for, the play is ended at the time or as soon as the discovery is made.

A "revoke" is declared as soon as the card is played and left the player's hand, whether the trick has been finished or taken or not.

As soon as a card is misplayed, whether by oversight, misconception or design, it is a revoke; the play is ended at that moment. The Player wins the amount his game calls for, and the revoking participant is fined the same amount, leaving the third party even. The Player can however have such error corrected and proceed with the game to the end, to increase its value through Schneider, etc., and increase the loss against the opponent committing such error.

The Player misleading or revoking loses the game, but any of the participants has the privilege to have such error corrected, and proceed with the game, for the purpose of increasing the Player's loss.

Should the Player himself revoke, after continuing the game for increased value against a revoking opponent, the Player loses his game and the revoking opponent is released his penalty.

If the Player revokes before the end of the game, he loses the value of his play, no matter if he has already won his game or not.

In case the Player has overbid his hand, and either of the opponents commits a revoke, the value of the intended game is credited to him, and charged against the revoking player. (See Overbidding.)

All the participants must keep their respective tricks in the order in which the cards were played, so that a revoke can be traced to the end of the game.

In all cases of errors, the points lost by the participant who erred, shall be the same amount as that which the player wins.

LEADING OUT OF TURN.

If the Player leads wrongly (plays out of turn) or neglects to follow suit, such error shall terminate the game and be considered lost. (See Revoking.)

Should one of the participants lead wrongly (play out of order) or neglect to follow suit, such error shall terminate the game, and the value of the game is charged to the Player as won. (See Revoking.)

NOTE:—These rules are somewhat severe if applied to the first trick, and most players still make it permissible to recall the first lead at the beginning of the game.

PLAYING OUT OF TURN.

Should the back handed player, follow suit or throw in before his turn to play, which may enable his partner to play accordingly, the same is looked upon as a revoke, and the Player is entitled to consider his game won.

A PLAYED CARD.

A card once played cannot be recalled but must remain as played.

SHOWING STRENGTH.

One of the unfairest habits in all card games, and one that should be severely rebuked, is for a player to show strength by taking a hold of or drawing a card, whereby his partner may comprehend that he is able to take the trick, and can play accordingly.

BIDDING.

Bids must be made in number, the value of which occur in some possible game.

The player who makes the highest bid obtains the play, the elder hand retains the "age," should he hold a game similar in value to the bidder, he is entitled to hold the bid, and becomes the Player by announcing his game.

The second or middle hand has the first bid, he must ask or enquire of the elder hand, if "he has" or "have you" (giving a nominal amount), the elder hand answers "yes," thereby retaining; or if not, he replies "no," or "pass," thereby passing or relinquishing his age.

Should the middle hand pass, or be obliged to pass to the elder hand, then the third or back hand bids or passes to the elder hand, until he obtains the play, or is obliged also to pass.

It is not necessary to at once state the value or limit of your game, as you may expose your holdings to the advantage of the others. The value of your game is scored, no matter at what amount (below its value) you have obtained the play.

If the Player retaining the "age," misunderstands the bidder as having passed, and begins to turn or has turned a card, he must replace same if one of the participants knows and has understood the Bidder has not passed. The Bidder can then proceed with the bid until he passes or obtains the play, the two "Skat" cards are to be mixed by the dealer and the game proceeds, as no participant can foul another's play.

BIDDING ON SUIT.

The original way of bidding still prevails in some circles. The bidder first announces "Call" or "Play," the Diamond is outbid by Hearts, then Spades, then Clubs.

The next is bid on Tourné (the lowest Diamond 10), this, in turn is overbid by Hearts, then spades, then Clubs. The Tourné is again outbid by the announcement of Solo (the lowest Diamond 18), this, in turn, is again overbid by Hearts, then Spades, then Clubs.

The Solo is then outbid by Grand (the lowest with 1, 32).

The bidder obtaining the play, for instance on Solo in Clubs valued at 24, can announce a higher game, as a Diamond Solo *without two*, etc.

The Nullo equals the bid of Heart Solo, and Nullo Ouvert precedes the bid of Grand.

BIDDING ON VALUE.

The bidding by numbers is the officially adopted game, the bid is usually started at ten (the lowest tourné), a Call Play exceeding this in value can be played. Should the bidder be forced to advance his amount, he can do so discreetly up to the full value of the game he intends to play.

The successful bidder can then announce any play he likes, as long as the same comes up to the amount bid, or any play of a higher value, the others may pass on his bid of 10, and he can announce a game of 80 or more, receiving full value of his play irrespective of bid.

If the bidder says Tourné, it is understood to be 10, he can still play the Call Play, if he makes it to equal 10 or more.

MISTAKEN GAME ANNOUNCED.

The successful bidder or Player, if through error announces the wrong play, can correct the same providing the play has not begun.

He has the privilege, and can announce and play a game more in value.

He cannot correct his error by playing a game less in value, and must abide by the game announced.

ALL PASSING.

If all players pass, that is, no one feels he can establish a play, or is too timid to risk, a Ramsch is then in order. The one who receives the most points in the game loses the Ramsch, the "Skat" cards go to the player receiving the last trick.

Ramsch must be played when all participants pass. In case of a tie, the player taking the last trick loses the Ramsch. Should the tie exist between two players not taking the last trick (with the "Skat"), the player in the tie loses that has taken the last previous trick.

TO WIN OR LOSE.

The total number of points are 120; the Player in order to win his game must make 61 points, being one more than one-half of the total number of points in the game.

If he has only made 60 or less, he has lost his game, and is set back or pays each of his opponents the value of his play.

OPEN PLAYS.

All games that are played "Ouvert," the player must expose his cards and play openly, meaning that he lay his ten cards, face up, on the table for the observation of his opponents and playing thus from them.

OFFICIAL GAMES.

The following games are permitted by the National Skat League.

Call Player Frage, must be a value of 10 points or more, in tournament games this play is barred.

Tourné plays, also "Passt Nicht" tourné are played.

Suit Solo's, Grand Solo, Tourné Grand, Guckser Grand, and Grand Ouvert.

Nullo and Null Ouvert from the hand only, and without the aid of the "Skat" cards.

"SCHNEIDER."

The Player makes his opponents "Schneider" when he makes 91 points or more, being one more point than three-fourths of the total number.

He is himself "Schneidered" if he fails to make 31 points, or one more than one-fourth of the total; in any event he has already lost his game, and saves only one time more than the value of his play by escaping "Schneider."

The opponents at 30 points are safe from being "Schneidered," and with 90 points, have "Schneidered" the Player, as he cannot make 31 points.

"SCHNEIDER" ANNOUNCED.

To announce "Schneider," can only be done in the Solo or Grand Solo games.

The Player feeling quite confident he can make 91 points in his tricks, announces his game and "Schneider" before the beginning of the play.

When he has so proclaimed his play, he loses the game if he does not make the 91 points; if he wins his game it adds two times more to the value of the game over the ordinary, which includes "Schneider" and "Schneider" announced.

"SCHWARZ."

If the Player makes every trick, he has made his opponents "Schwarz;" if the opponents make one trick, although not a point is in the same, they are not "Schwarz."

Should the player not make a single trick, he is then himself made "Schwarz," the two "Skat" cards or his discards also go to the opponents.

"SCHWARZ" ANNOUNCED.

This also can occur in a Solo or Grand Solo game. The Player announces "Schwarz" in conjunction with his game before the play is begun.

He must make every trick, if one trick is made against him, he loses.

When "Schwarz" is announced, all the contingences are included, as "Schneider," "Schneider" Announced, etc.

CONTRA AND RE-CONTRA.

This is a spicy addition to the game, and can only be tolerated when the players have agreed to allow the same. The beauty and interesting features in the game of "Skat" is to play evenly balanced hands, and games *without* Matadors, in "Contra" the players fear to take these chances.

One of the opponents feeling confident the Player can be beaten, announces "Contra" in this event, should the Player lose his game, he loses twice the full value of his play, and the one "Opponent" who announced "Contra" receives the credit for one full value of the game played.

Should the player feel confident he can challenge the announcement of "Contra," and still be able to win his play, he can retaliate by announcing "Re-Contra."

Should he then win his game, he wins three times the value of his play, and the Opponent loses two times the original value. Or if the Player loses, he loses three times the original value, and the Opponent wins two times the original value.

In any of the games where the Player plays with the "Skat" cards, feeling he cannot win his game, he can throw up his cards and lose the value of his play. But as soon as he has discarded, "Contra" can be announced.

In Solo games "Contra" must be announced as soon as the Player has announced his play, or has played his first card, or one card has been played and not already followed by another player.

There is no set rulings for the penalties, in announced "Contra" on Guckers, Passt Nicht, etc., and the multiplicand penalty varies in the few sections where "Contra" is played. The writer is in accord with authorities on the game who have given the matter consideration. The Player winning Guckser with *one* only wins 24, losing loses 48, the Opponent saying "Contra" therefore should only receive the original value of the game, 24.

The Player losing loses once the original game, 24, once more for being Guckser, and once more for being "Contra," total 72. In the same case with "Re-Contra" wins 72, opponent loses 48, the Player losing loses 96 and opponent winning 48.

OVERBIDDING.

The bidder who has obtained the play on 14 for a Tourné in black, *with or without* one Matador, and turns up a red card, thereby overbidding his hand, loses, unless he can "Schneider" his opponents; the value of such game is 15 in Diamond and 18 in Hearts.

Should the bidder turn an unfavorable trump, with which he cannot win, with or without several Matadors, he loses the full amount in value of the trump turned, that is, if the bidder plays *with or without* three, and turns up a Heart on a bid of 20 or less, and the suit is unfavorable to him, he loses the full value 24.

Should the Player have been obliged to bid up his hand against Matadors, and one of the superior Matadors happens to be in the "Skat" (which belongs to the Player), thereby reducing the value of his game, which was not overcome by a possible "Schneider," he has over bid, and loses the full value of the play intended, or the next multiplicand to the amount bid.

In case a Player, having overbid his hand, plays his game and either of the opponents commits an error, the value of such game is credited to the player and deducted or charged against the opponent who made the error. (See Revoking).

RAMSCH.

Ramsch must be played when all players pass, the player receiving most points in his tricks loses 20 Points; if one player has no trick (Jungfer) 30 points; if one player receives all the tricks he loses 50 points.

See also "All Passing."

RECALLING CARD.

See a Played Card.

NEW COMERS.

A new comer who desires to join a game already commenced, must begin equally with the party holding the lowest score; the game cannot be averaged as it would be to the disadvantage of the low man.

If this is not satisfactory, a settlement can be made, and a new game started.

ANNOUNCEMENT TO QUIT.

A Player desiring to quit or terminate the game, must so announce unless agreed upon by a time limit.

The announcement to quit is terminated at the end of three rounds.

LOOKING AT TRICKS PLAYED.

Any player is only allowed to look at the last trick taken; at the request of a player this trick is to be turned up, this can only be done before the first card of the next trick is led.

A player is not permitted to look back further at tricks once taken in, to see what cards have been played, or the amount of points they contain, except when a revoke has been discovered, and the tricks examined for verification.

A player who examines the tricks taken (except the last made trick) or counts the points thereof, loses the game announced, but any one of the participants has the privilege to insist on the game proceeding to its end for the purpose of increasing the Player's loss.

If either of the opponents commits the act last above mentioned, the Player can insist on proceeding with the game for the purpose of increasing its value. The full value of the game in such case shall be charged against the person committing this act.

LOOKING AT "SKAT."

The "Skat" must not be examined by any participant before the end of a game, except by the player when playing a game with the aid of the "Skat."

If a dealer examines either of the "Skat" Cards before or during the progress of a game, he shall be charged ten points.

In case a participant examines either of the "Skat" Cards (without right) before the termination of a game, such person shall be charged the full value of the game announced, but the opposing person or persons shall have the privilege of continuing the game for the purpose of increasing the value thereof.

If the Player looks at the "Skat" without right, he loses his game as a revoke, his opponents can however insist to continue the game to increase the Player's loss.

ETIQUETTE OF PLAYERS.

Every player is presumed to hold his hand properly so it cannot be seen by his neighbor; if any player exposes his hand to another player, or one player intentionally looks into another's hand, he is fined ten Points.

No conversation regarding the play is permitted which may influence another player in "throwing in," or making a certain lead, if it occurs the Player can demand his game as won.

The exceptions to this are only Grand Ouvert and Revolution, where the opponents can openly counsel as to the possibilities of defeating the play.

THE PAUSING PLAYER.

The pausing player in his turn of a four-handed game, is not permitted to look into the "Skat." Should he do so, he is fined ten Points. This rule is strictly enforced, as he is interested in the game, and it may lead him to a remark objectionable to one of the players, or in case of helping a beginner may be able to use undue advantage.

He can if agreeable to the other players, guide a beginner or novice in his game.

He has no right to make any remark which may influence any of the players in their play or game. The dealer has the right, and it is his duty, to call attention to any errors in the play.

THROWING UP THE GAME.

A player who has overbid his play and thinks he cannot win the same, can throw up his hand and lose the value of his play; he has this privilege also after the first trick is played, and before the leading of the second trick. By doing so he saves the possibility of "Schneider" or "Schwarz."

If a Player declares his game lost and places all the remaining cards upon the table, such remaining or all cards belong to the opponents, and the Player if lost, loses the full value of the game.

If one of the opponents throws up his hand deeming the game as won by the Player, and it is found he has erred, and the Player may have been defeated, he loses the value of the game.

CLAIMING GAME WON.

If the Player believes he has already won his play and lays down his hand, indicating he has won his play, and it should be found he is mistaken, he cannot again take up his hand, and his play is considered as lost, even if he might have obtained all remaining tricks.

If during the progress of a game, any one of the opponents places his cards upon the table, declaring thereby to have defeated the Player's game, all the remaining cards belong to the Player, and the opponent who erred shall be charged with the full value of the game.

CONTENTION IF GAME WAS WON.

Should after end of play the cards have been gathered for the next deal, and both sides claim to have won the game, the majority can decide against the Player.

It is the Players protective duty, to hold his tricks until the winning of his game is acknowledged.

DISCARDING.

The Player who adds the "Skat" cards to his hand must discard two cards, he may discard one or both of the cards taken up.

The Player has the privilege to discard any two cards he chooses which may strengthen his game—clearing weak suits which enables him to trump, or such cards which are valuable in the points they contain toward winning his game.

Should he be weak in trumps, and hold high scoring trump cards in danger of being taken, he can discard these.

A Player having a long suit, including Ace, Ten and King, may discard Ace and Ten. If he thinks there is a possibility of making two tricks, then discard the Ten in preference to Ace ; his Ace being good for one trick does not expose his holdings.

Should the Player fail to discard, or it is discovered he has discarded more or less than two cards, his play is considered the same as lost.

THE LEAD.

The elder or lead hand at all times has the first lead, the assertion that in open games, as *Nullo Ouvert*, *Revolution*, etc., the Player has the first lead no matter what position he holds is not correct.

GAMES PERMITTED.

See Part 5, Games Announced. Also Limits.

GENERAL TERMS USED.

BACK HAND.

The player sitting last or holding the third hand at beginning of any play (ger. *hinter hand*), he has also the last bid.

BIDDING.

The bidding or to bid ; the player who desires to **make a game**, challenges his comrades by auction for the right to play. The one making the highest "bid" obtains the play.

CALL PLAY.

The first play, termed in german as "*Frage*," meaning to ask or request; in this the bidder *asks* the elder hand if he has a play, the elder replies *yes*, or *I have*, the bidder then raises his bid, etc. This formality is sometimes changed by the bidder simply announcing *play* or *I'll play*, the age hand answering *so will I* or *I retain*, the successful bidder announces *Frage*, receiving the privilege to *call* for the two "Skat" cards and combine them with his hand. The writer with due respect to criticism, could find no more applicable title in translating or Americanizing this play, except by terming it "Call Play."

CLUBS.

The highest suit in value of Skat, it is known in german as Kreuz (croys), in german Skat cards as Eicheln (Acorns), and in the french as Treff.

COCK STOOL.

It has become the custom, that when a player's account stands at any time at 111, 222, 333, etc., he must pay a forfeit by treating ; it is usually hailed with delight, though sometimes it may not occur the entire evening.

CONTINGENCIES.

Besides the number of Matadors, which enhance the multiplying basis value of a play, by the counting of one time for the game itself, the further possibilities, such as making *Schneider*, announcing *Schneider*, making *Schwarz*, announcing *Schwarz*, are termed the "Contingencies."

DIAMONDS.

The fourth suit in value of Skat, it is known in german as Eckstein, in german Skat cards as Schellen (Bells), and in the french as Carreau.

DUCKING.

A player holding the trick making suit, but staying under the card led—with the expectation of capturing a better trick in the same suit—is called "Ducking." Taking the trick with a smaller card, but reserving the Ace or other good suit card for another trick is the same. In german it is called *Schneiden*, "to cut."

ELDER HAND.

The party to the left of the dealer ; he has the *age* until he is obliged to pass. He always has the first lead. He is in the best position to play game as he controls the first lead. In german he is known as *Vorhand*.

FEINTS.

A Player holding the two or three highest cards of any suit or trumps at the time of his lead, and if he leads the smallest or smaller one, is known as Feigning. The second player is misled or in a quandary whether his partner can take the trick.

FORCES.

The Players long trick taking suit, beginning with **Ace**, is termed Forces, with Ace, Ten, King, etc., the suit is a closed Force, if Ten or King is lacking it is an open Force, whereby a trick is possible to the opponents. Or after a trick is allowed them, the remaining suit may be the Players Forces.

GERMAN DECKS.

In a german deck the suits are represented by Acorns equivalent to Clubs, Green Leaves equivalent to Spades, Hearts the same as in english, Sleigh Bells equivalent to Diamonds. The cards rank Ace and King the same, Ober in place of Queen, and Unter in place of Jack .

GRAND.

Grand or Grando is applied to Grand Solo. In this game the Jacks only are trumps, and it ranks the highest in value of any in Skat.

GRAND POT.

Is applied to a special stake made in the game, by each player contributing a nominal sum, or each dealer making an "anti" of say five cents each time he deals. The first player winning a Grand play captures this Pot. It increases the endeavor of each player to establish a Grand hand. Should the Player however lose his game, he must forfeit an equal amount, equal to that in the Pot, which is then divided among the opponents, or left until a Grand hand is won.

GUCKSER.

The use of this word is a recent addition to the games in Skat, and is a german misnomer, meaning to *peep in* or *look in*, thereby appropriating the two "Skat" cards in the endeavor to strengthen an uncertain Grand hand. The name literally translated would be "peeker."

HEARTS.

The third suit in value of Skat. It is known in german as Herz, in german Skat cards as Roth (Red), and in french as Cœur.

JACKS.

The leading trump cards in Skat, are also known as "Knives" and "Bowers," also as the leading Matadors. In the German cards the Jack is represented as "Unter," or called "Wenzels." They are also referred to as "Buben" and "Jungen" (Boys).

JUNGFER.

A term applied in the game of Ramsch, translated "Maiden." Should a player be able to avoid a single trick he has *maidened* his hand, which increases the loss to the loser.

KIEBITZ.

The very undesirable "onlooker," who has your best wishes, if he makes a journey to some other state, where he could not criticise your playing, or tell you he would have played a Grand with the hand held, or otherwise comment on your lack of judgement.

LONG AND SHORT SUIT.

There are 11 trump cards, a player holding 6 or more trumps is long in trumps, and can force the outstanding trumps to advantage. With 4 or less, he is short in trumps, and must depend on good suit cards to win tricks. There are 7 cards in the common suit, 3 or more are considered a long suit, while 2 or less constitute a short suit.

MATADORS.

Are the high trump cards beginning with Jack of Clubs. The "Matadors" end as soon as the sequence is broken, then the balance of trumps becomes common. Without Matadors, applies to the Player's missing high trump cards, down to the highest trump card he actually holds.

Matadors are the first multiplicands in establishing the value of a hand held.

MAUERN.

This is a facetious appellation given to timid players, who do not risk a play when holding a fair hand, or quickly pass when another has bid, feeling strong enough to upset the Player instead of chancing a play himself. The player losing the "Ramsch" is usually accused of being a "Maurer" (a stone mason, piling up bricks).

MIDDLE HAND.

The party to the left of the Elder hand. He has the first bid the to the *age* hand, and the Elder hand passing—holds the *age*. He plays second to the first lead, and his position is the most hazardous at the beginning of the play, if he is the Player.

NULLO.

Nullo is derived from the german, meaning no, none, or nil. As applied, the Player announces he will not take a trick.

OLD ONE, THE.

The Jack of Clubs, the highest trump card, is referred to as the *Old one*, or the black Jacks, the *Old ones*. The red Jacks being the lesser in strength, are referred to as the *Younger*.

OPPONENTS, THE.

The participants who immediately array themselves against the Player, and attempt to defeat his game. They become partners and are jointly interested in the outcome of the play.

OUVERT.

Ouvvert is derived from the french, meaning "open." This applies to games in which the hand is laid open, or exposed on the table.

PASSING.

The middle hand unable to bid, so announces by *passing*, the back hand then bids or *passes*. If all pass the Ramsch is the rule of play. The *age* when outbid, either announces *no* (not having amount bid) or "pass."

PLAYER.

The individual who obtains the play through the highest bid, and makes or announces a game, is termed the "Player."

POINTS AND TRICKS.

The points are the valuation of face value of the scoring cards. Tricks being the 3 cards in each round of play. The points which the Player captures in his tricks, enable him to win his game.

POST MORTEM.

Referred to in german as Leichen-Reden (funeral sermons), is facetiously applied to the party that afterwards dissects the hand that has been played, and attempts to point out the possibilities, if it had been played otherwise.

RAMSCH.

Is the name applied to the game in which every player avoids making tricks or points. The one receiving the most points loses. It is therefore a contest or endeavor of the players to make as few tricks as possible.

RETAINING.

The Elder hand who holds the *age* is challenged, he *retains* the privilege of naming a play until forced to relinquish by a higher bid. The *age* passes to this bidder, and he *retains*, until the other player passes or outbids him.

REVOKING.

The player who does not follow suit when he is able to do so has *revoked*, either intentional or unintentional. He has revoked or renounced when he does not follow the suit or trump called, having the same in his hand.

REVOLUTION.

The open game played by the Player, in which he challenges the two opponents hands combined, to force a suit on him which he cannot avoid taking.

SALMON.

The player, as in "Beer Skat," who is first forced to the 200 points, or limit, whereby he loses the game for the cigars or drinks, is sometimes referred to as having caught the "Salmon."

SCHNEIDER.

The origin of this term is uncertain. It applies to the Player or players who do not capture over one fourth of the points in their tricks, or over one-half of the deviding line of the total which determines the winning or losing of the play. *Schneider* is also understood by some players as "not being out of the woods."

SCHWARZ.

The appellation of the word *Schwarz* to the Player or players that do not make a trick, is literally translated "Black," but means the same as our phrase *White-washed*.

SINGLETON.

A bare suit card of any kind is sometimes referred to, or known as a Singleton.

"SKAT," THE.

The two cards which remain on the table turned down, and from which the game also derives its name, are called the "Skat." The term is the same as the "The Blind" or "The Widow" in some games.

SLEEPERS.

The Player playing a Solo or Grand game, and a card does not fall—which is valuable to him, it is then apparent — the card is *sleeping* in the "Skat," and is called a "Sleeper."

SMEARING.

Meaning to *fatten* or *swell* your partners tricks, by "throwing in" cards of good point values on such tricks as the partner can, or you believe he can take. Either high scoring trump cards, or being out of suit, throw in good scoring cards on your partner's tricks.

SOLO.

Solo or Solitary is derived from latin, meaning alone. It means the Player will play a game without any direct or indirect assistance of the "Skat" cards.

SPADES.

The second suit in value of Skat. It is known in german as Schueppen (Shippen), in german Skat card as Gruen (greene—green leaves), and in french as Pique.

STRETCHING.

Referring to rule "Throwing up Game," where the Player, finding himself unable to win his game made or announced, can in due time throw up his game as lost, and avoid losing the further contingencies, is called *stretching*.

STROH-SCHNEIDER.

The facetious name applied to poor players, or those who have not as yet acquired skill in playing the game. Also jocularly applied to the "*luckless ones*," translated as Straw-cutter, equivalent to "Hayseed."

THROWING OFF.

A player not having the suit called for, has the option to trump the same, or throw off a short suit, it is termed *throwing off* or discarding a short suit. It enables him to trump this suit when later called for, or be able to throw in scoring cards from another suit, when the partner holds the winning cards.

TOURNÉ.

Is derived from the french, meaning to *turn over*, which applies to the game in which a trump is turned up.

TRUMPS.

The suit made or announced become the trump cards, in all games wherein a suit is made trumps. There are 11 trump cards (the four Jacks are combined with the trump suit), in Grand plays there are only 4 trumps (the Jacks), and in the Nullo plays there are no trumps.

VISITING VILLAGES.

A Player that exposes or is obliged to expose his weakness in trumps, and tries to win his game by leading his high suit cards, is styled "Visiting the Villages" (Auf die Doerfer gehen), meaning to beguile or capture sufficient natives to gain his end.

WITH.

Is applied to the number of Matadors in trumps. The Player plays *with*, ending when sequence is broken.

WITHOUT.

Is applied to the number of Matadors the Player plays against, until the first highest trump he holds, as playing *without* one, two, etc.

WITH THE "SKAT."

Is applied to the games in which the "Skat" cards become directly in use with the game played, as in Call Play, Tourné, Grand Tourné and Guckser.

WITHOUT THE "SKAT."

Is applied to the games where the "Skat" cards are not used, as Solo and Grand Solo, but they belong to these games at the end of the play.

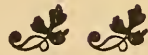
In the Nullos and Ramsch, the "Skat" cards are not taken into consideration.

ZWICKMUEHLE.

The same as *see sawing* the Player, the opponents having the Player at their mercy, each being short or out of a suit, trump and replay the suits to the Players disadvantage.



PART FOUR.



FINESSES OF PLAYERS.
FINESSES IN THE VARIOUS GAMES.



FINESSING.

RULES FOR THE PLAYERS.

NOTES—Many old and experienced players, who have given the playing of Skat considerable thought and study, oftentimes differ in the manner of playing the various hands, in the different positions they may occupy.

Every definite rule may be broken, as circumstances will permit, and exceptions may occur to all rules. Still a methodical rule in all plays should generally be adhered to, and what is called the established system, will, nine times out of ten, prove correct.

When the Player and opponents are evenly balanced in strength, the general rules will always prove best, as the opponents will discover the weak position of the Player and make the best of it. Should the Player be strong in his hand, strategy, as experience teaches, will have to be used by opponents to overturn his play; in such cases, the regulation order of playing may be changed.

The endless combinations would afford unlimited detail to describe, so the writer will endeavor to present only the main methods in playing the various hands.

RULES FOR THE PLAYER.

The Player, when he has the lead, should always lead trumps (with few exceptions), and force the trumps out, whereby he can afterwards use his strong suits to good advantage.

When he is long in trumps, and has drawn out all the outstanding trumps, he should play his long suit until exhausted, holding a single short suit until the last, in the hope that this suit may be thrown off.

When he holds two short suits he should play one, that he may be able to throw off the other, if the same suit is played again, and afterwards be able to trump the suit he discarded.

If the Player is weak in trumps, with Aces and Tens, he may discard trumps and high scoring cards to good advantage, then figure that 3 or 4 good suit tricks will win, before opponents discovering his weakness, play trumps, drawing out his

trump cards, then play their long suit, giving the partner opportunity to throw off a suit, thereby rendering him able to trump the Players' good suit.

The Player, unable to force a strong trump hand against him, should lead his best suit, forcing the opponent to trump, and also to take the lead, whereby the Player may hold back and use his scoring cards by ducking in trump or suit leads to advantage.

If the Player holds one Jack, Ace, Ten and two small ones (5), he should lead the small trumps first, thereby forcing trumps with small ones, leaving him another lead with Jack.

If two Jacks, Ace or Ten and two small ones, lead Jacks then small ones, with two best Jacks he gets three leads, if two inferior Jacks, he may force the others and make Ace high.

With the best or second Jack only, play small trumps, reserving the Jack toward the last, unless the field can be cleared by leading it, a lone Jack first played will leave the Player to great disadvantage, and he will be the prey of his opponents.

With two best Jacks, lead second first, it places the first opponent in a quandary, and he may throw in his Ace or Ten hoping that his partner can take the trick, if one high scoring card falls (Ace or Ten), and you hold the other, lead a small one, forcing out trumps, which will give your remaining Jack a good chance to capture the balance, otherwise your third lead may find one of your opponents out of trumps, and *smear* heavily. With three best Jacks, lead smallest first; the three best Jacks and two minor trumps if the other trumps are equally divided will clear the field.

If one opponent is out of trumps and the other is long, stop playing trumps and force with your suit cards, and make your opponent play to you, you can then use your best trump to good advantage.

In plain suit, if Player holds Ace, Ten and King, etc., in unbroken sequence, lead from Ace down; with long suit of Ace, King and two or three smaller, also lead Ace, as if the suit is

divided the Ten is liable to fall; afterwards by leading a smaller one, the suit is either exhausted or one of the opponents is able to trump the balance.

With Ace, King and one small suit card, to make the best of this suit, the Player should first lead the small one, the Ten will most likely fall, leaving the Ace and King good for two tricks, otherwise, as the Ten cannot be expected to fall to your Ace lead, it will leave the two suit tricks to your opponents.

With Ten and King only, always lead the Ten first, forcing the Ace out, and the King is then high, if King is played first the holder of Ace is almost certain to duck, and finally capture your Ten and you cannot regain the lead in this suit; with a Ten and small one, both are almost certain to be lost, unless the Ace of suit has been led by opponents.

RULES FOR THE OPPONENTS.

By following closely the lead of the Player and fall of the cards, the opponents can form a fair idea of how the trumps may stand.

It should be the endeavor of the opponents to always get the Player between them by the third player taking the trick if possible, so he may lead back a long suit; should the Player have this suit, the back hand may be short, if not the Player is forced and weakened in trumps.

If the Player plays a Jack, and the second hand has a higher one, he should take the trick, as his partner may lose a good scoring card, or the Player is able to lead trump again and force out trumps more readily.

On your partner's trick always throw in your highest card of the suit, if only Seven and Eight spot in your hand be sure and follow with the Eight, if he has not the Seven in his own hand, or the Player did not follow with the Seven, then he knows you still have the Seven and will govern his play accordingly so the Player cannot throw off another weak suit.

Draw out the trumps if Player is weak, whereby you may establish your and your partner's good suit, without danger of being trumped.

In holding a suit against the Player when it narrows down to the last three tricks, it is advisable to retain a guarded Ten-spot, in preference to a suit with an Ace, as the Player is likely to have a common suit headed by an Ace, and a trick is possible, whereas an Ace retained may become valueless.

ELDER HAND.

With Player in middle, the lead should always be from longest suit to weaken the Player, also giving the back hand an opportunity to clear his weak suit, as no matter if your long suit consists of large or small cards it will have the same result.

If your long suit consists of an Ace, King and others, and you are not certain that this suit was discarded by the Player, lead King, the Player holding Ten and others, and fearing the back hand will duck, the partner is then able to throw off, then following with Ace and other suit, the back hand can establish by clearing other suit, trumping, or smearing. When the Player is caught this way, he invariably loses his game, no matter how strong his hand is.

If two black Jacks are led, and on second lead, you have the third Jack and Ten or Ace left, sacrifice the Ten or Ace, as your Jack is sure of a trick, by sacrificing the Jack you are sure to lose the scoring card to the Player if the fourth Jack or Ace have not already fallen.

If your partner as back hand leads, the suit led by him is presumed to be short, if you hold Ace and two more, by all means put on Ace and lead back this suit, at any rate go over the suit led if possible.

If partner leads Ace from back hand, it also denotes he is short in this suit, follow with a small one, and play back this suit at your first opportunity.

You are then to be guided by the fact that your partner plays and shows you his short suit, and you can estimate from your own hand the possibility of what the Player may hold or have discarded.

Always take the Player's trick if possible to gain the lead on your long suit or suit shown by your partner, unless your partner has taken the trick and you have a short scoring trump to throw in.

BACK HAND.

Should always take the suit trick of his partners, as he knows he is long in this suit, by staying under the partner will lead suit again, and it is almost certain to be trumped.

If a black Jack is led by the Player, and you hold only one small trump and a red Jack, put on your Jack, this shows to your partner the strength of the Player's trumps, and he can also sacrifice his Jacks in preference to his good scoring trumps.

Always lead your shortest possible suit to put this or a further lead in the same suit into your partner's hands, whereby you may throw in point cards, or throw off other short suit or trump.

If of two suit singletons, lead the smallest scoring card, it may enable you to throw off the other on former suit led by your partner.

If you hold a bare Ten spot, do not hesitate to play this, if your partner does not hold the Ace, the Player is forced to take it, and your partner holding King and Queen, will be able to make tricks in this suit on which you can *throw in* to advantage.

The rules of playing by opponents in the various games, will be more fully defined, in noting the playing of the different games under their respective titles.

IN CALL PLAY AND TOURNÉ.

The general rules in the playing of a Call Play (*Frage*) and Tourné are much alike, as however the Player of a Call Play is long in trumps or good suit, also with or without a number of Matadors, the description of playing the cards in a Tourné will show the finesSES to best advantage.

The Tourné hand herewith illustrated is well balanced, the proper rules of playing for each player to observe will be defined, how the same hand could be won or lost if held by the different players, and in the manner played.

NUMBER ONE.

Elder or lead hand holds:



Middle hand holds, (*B* is the Player):



Back hand holds:



The Tourné or trump is Clubs.
The Player, *B*, has discarded.



THE PLAY.

A plays King ♥, *B* fearing Ace in back hand, ducks
with Seven ♥, *C* plays Nine ♥, - - - 4

A then knows *C* has no more Hearts, for if he had Ten he would have taken trick, or if the Queen he would have so shown.

A then plays Ace ♥, *B* follows Queen ♥, *C* Ten ♠, 24

A seeing his partner throw off Ten of Spades, suspects the same to be unguarded, as he himself holds three Spades.

A plays King ♠, *B* covers with Ace ♠, *C* trumps
with Ten ♣, - - - 25

C then leads, he must try to put the lead in Elder's hand again, or have the Player get the lead, so that the Player cannot throw off a weak suit card still to be taken by Elder hand. He may offer a sacrifice by playing Ace of Diamonds or he may play Seven of Diamonds which will put the lead in Elder's hand, if not trumped.

C leads Seven ♦, *A* follows King ♦, *B*, who is already in hopeless straits, as his Eight ♠ will lose another trick, he may throw off or trump, if trumped, he leads. *B* leads Jack ♠, *C* follows Seven ♣, *A* takes with Jack ♣,

-	-	-	-	4
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A leads back with Eight ♥, *B* covers with Ten ♥, *C* trumps with Eight ♣,

-	-	-	10
---	---	---	----

They then have	-	67
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A knowing also another Spade in *B*'s hand, may play Queen ♠, followed by *B* Eight ♠, *C* throwing in Ace ♦, being 14 points, or a total of 71 instead of 67.

SAME POSITION FOR *B* TO WIN.

<i>B</i> has already discarded Ten ♦ and Seven ♠,	-	10
<i>A</i> leads King ♦, <i>B</i> trumps Ace ♣, <i>C</i> plays Seven ♦,	-	15
<i>B</i> plays Jack ♠, <i>C</i> throws in Ten ♣, <i>A</i> takes with Jack of ♣,	-	—
<i>A</i> plays Nine ♠, <i>B</i> Ace ♠, catches <i>C</i> 's Ten ♠,	-	21
<i>B</i> plays Jack ♥, <i>C</i> follows Seven ♣, <i>A</i> Queen ♣,	-	5
<i>B</i> plays Nine ♣, <i>C</i> Eight ♣, <i>A</i> takes Jack ♦,	-	—

The trumps are then off the field, except the Player's King of Clubs, he is now able to win.

<i>A</i> leads King ♠, <i>B</i> follows Eight ♠, <i>C</i> Ace ♦,	—
If <i>A</i> leads Ace ♥, <i>B</i> retains next highest card in this suit.	
If <i>A</i> leads Queen ♠, <i>B</i> trumps King ♣, <i>C</i> throws off,	7

B leads Queen ♥, which *A* must take or *B* has 61, *A* taking this with King he still holds a suit card which *B* may take to win his game.

NUMBER TWO.

The same hands are illustrated in different positions.
The elder or lead hand holds :



The middle hand holds:



Back hand holds, (the Player):



Clubs being trump, the same discard.



THE PLAY.

<i>A</i> leads Nine ♥,	<i>B</i> assumes short suit, puts in Ace	
♥, <i>C</i> Seven ♥,	-	11
<i>B</i> leads King ♥, <i>C</i> covers Ten ♥, <i>A</i> trumps Ten ♣,		24
<i>A</i> plays Ten ♠, <i>B</i> throws in Nine ♠, <i>C</i> takes with		
Ace ♠,	-	—
<i>C</i> plays Jack ♠, <i>A</i> follows Seven ♣, <i>B</i> takes with		
Jack ♣,	-	4
<i>B</i> leads King ♠, <i>C</i> follows Eight ♠, <i>A</i> throws		
in Ace ♦,	-	15
<i>B</i> plays Eight ♥, <i>C</i> follows Queen ♥, <i>A</i> trumps		
Eight ♣.	-	3
<i>A</i> plays Seven ♦, <i>B</i> covers King ♦, <i>C</i> trumps with		
King ♣,	-	—
<i>C</i> leads Jack ♥, <i>A</i> throws off Eight ♦, <i>B</i> Queen ♣,		—
<i>C</i> leads Nine ♣, <i>A</i> Queen ♦, <i>B</i> takes with Jack ♦,		5
The game is lost, the opponents have		62

The fact hardly requires illustrating, that if *A* played his long suit, Ace ♦, *C* could easily win the game by taking with trump; even if *A* played Seven ♦, *B* putting on King ♦, *C* could have thrown off Eight ♠, a dangerous suit card.

SAME POSITION FOR *C* TO WIN.

<i>C</i> has already discarded	-	-	-	10
<i>A</i> first lead Ten ♠, <i>B</i> plays Nine ♠, <i>C</i> takes Ace ♠,				21
<i>C</i> leads Jack ♠, <i>A</i> throws in Ten ♣, <i>B</i> takes Jack ♣,				
<i>B</i> leads King ♠, <i>C</i> Eight ♠, <i>A</i> throws off Nine ♥,				
<i>B</i> leads Ace ♥, <i>C</i> plays Seven ♥, <i>A</i> throws in Ace ♦,				
<i>B</i> leads King ♥, <i>C</i> covers Ten ♥, <i>A</i> trumps Seven ♣,				
<i>A</i> leads Seven ♦, <i>B</i> covers King ♦, <i>C</i> trumps King ♣,			8	
<i>C</i> leads Nine ♣, <i>A</i> plays Eight ♣, <i>B</i> takes Queen ♣,				
<i>B</i> leads Eight ♥, <i>C</i> Queen ♥, <i>A</i> throws off Eight ♦,			3	
<i>C</i> leads Jack ♥, <i>A</i> throws off Nine ♦, <i>B</i> plays Jack ♦,			4	
<i>C</i> leads Ace ♣, <i>A</i> follows Queen ♦, <i>B</i> Queen ♠,			17	
<i>C</i> , the Player, has			63	

The same hands as illustrated, *A* being the Player holding the making hand, hardly need be detailed, as *A* being the Player with first lead, has a decided advantage by leading trumps and weakening opponents. The opponents continue to play their hands under the same rules, and have an equal show of winning the game.

NOTES.—The playing of the Tourné hand as described, the opponents must in harmony endeavor to overthrow the Player's game.

By playing his weak suits to his disadvantage.

By placing him as much as possible between them.

The party behind the Player shows his short suit by leading the same, apprising his partner, so he can at first opportunity return this suit, and the back hand can then throw off or trump to advantage.

The possibilities in a Tourné game as well as others, are almost without limit. A Tourné without the four Jacks, with good suit cards is not difficult, as the Player can discard to advantage and figure on drawing out trumps and have trickmaking suits to win his game. It is worthy of mention that the writer has been present on several occasions where a Player had 3 strong suits, and turned up a bare 7 Spot (against 10 Matadors), the Player discarding two good scoring cards, keeping the Ace and Ten of his short suits, was enabled to make 4 tricks and win his game, on one occasion 3 tricks, the Player capturing a Tenspot of one suit, won him the game.

IN PLAYING SOLO.

The next game to Tourné is the Solo, which again has some variations in playing. The opportunities of winning a Solo weak in trumps, are as good as defeating the Player who may have eight or even nine of the eleven trumps.

In Solo the player establishes a game with the cards which he holds in his hand, without the assistance of the "Skat" cards (which go to him at end of play). He is also unable to discard weak suit cards.

He has the further opportunity, if he is confident of making 91 points to announce "Schneider," or if every trick to announce "Schwarz," not having the lead will make these announcements quite dangerous, as with all trumps and one Ace of another suit, the Elder hand having this suit long, plays the Ten, Player covers with Ace, the back hand not having his suit and holding Ten of trumps, can take the trick and opponents have 31 points, although every other trick goes to the Player, he has lost his game.

A Player with seven trumps, no matter how strong, is always in danger, if the remaining three suit cards are each of different suit, not Aces, for the Player not able to discard, it is the rule for the opponents to lead their Aces as soon as they have the lead, *and change suit each time*, this gives the Player no chance to throw off, and opponents leading Aces, with the Tens in partner's hands or capturing a King or Queen from Player, with another King or Queen from partner, they may have 60 or more points, these conditions can occur at any stage of the play.

When you have led an Ace, and the Player follows suit, your partner putting on small card whereby you understand he has no more of this suit, and the Ten still remains in the Player's hand, lead again with same suit, the Player is forced to play the Ten and your partner can trump.

A well-balanced Solo hand is illustrated as follows:
The Elder hand holds:



The middle hand holds, (the Player):



The back hand holds:



Spades being trump, in "Skat" lay:



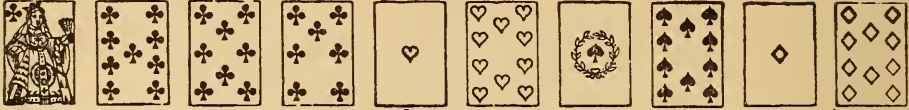
<i>A</i> by the rules leads Ace ♣, <i>B</i> follows King ♣, <i>C</i> follows Seven ♣,	-	-	-	-	15
<i>A</i> , seeing <i>C</i> 's shortage in this suit, leads Queen ♣, <i>B</i> covers Ten ♣, <i>C</i> trumps Ten ♠,	-	-	-	-	23
<i>C</i> then leads King ♥, <i>A</i> covers Ace ♥, <i>B</i> trumps, <i>B</i> leads Jack ♣, <i>C</i> throws off Seven ♦, <i>A</i> Seven ♠, <i>B</i> leads Jack ♥, <i>C</i> smears Ten ♥, <i>A</i> takes Jack ♠,	-	-	-	-	14
It is then quite natural that <i>C</i> will keep his Ten ♦ guarded until Diamonds are led, and take King ♦ with Ten of ♦,	-	-	-	-	14
Total,	-	-	-	-	66

Although there was a bare possibility that the game could have been lost if *A* led a different suit, *B* stood every chance of winning if this had been the case.

A even leading the bare Ace ♥, which would have been taken, or his Eight ♦ which would have been covered by *B*'s Ace ♦, *B*'s lead of Jack ♣ would have caught *C*'s Ten ♠, and the balance of the play would have been considerable to his advantage.

WINNING A CLUB SOLO "WITHOUT" SEVEN MATADORS.

The Player holds:



The cards being evenly distributed, this hand is a very good one, as the Player can take each suit led, and leading a small trump each time, he forces the outstanding trumps.

Should one of the opponents not have one of the Player's suit, and the other short of another suit, the possibility of a calamity overtaking the Player can easily be conjectured, if the opponents play their long suit against him, and trump in (*cross-ruff*).

A Club Solo with 9 trumps can be lost as follows :

The lead hand holds :



The Middle hand holds (The Player) :



The Back hand holds :



In the "Skat" are



<i>A</i> leads Ace ♥, <i>B</i> follows 10 ♥, <i>C</i> smears Ace ♠,	32
<i>A</i> leads any suit card, <i>B</i> trumps, <i>C</i> throws off, -	
<i>B</i> leads Jack ♥, <i>C</i> smears Ace ♦, <i>A</i> takes Jack ♠,	15
<i>A</i> leads any suit card, <i>B</i> trumps, <i>C</i> throws off, -	
<i>B</i> leads Jack ♦, <i>C</i> smears, 10 ♠, <i>A</i> takes Jack ♣,	14
Total, - -	61

While the above hand would not be so played by experienced players, yet the illustration shows the possibilities of the game.

An expert player holding the same hand under the same conditions with experienced opponents, would calculate at once how many points his opponents may get. He would on his second lead, lead one of his smallest none-scoring cards, which at the outside would allow his opponents 59 points.

IN PLAYING GRAND.

The finesses in playing the Grand hands are still more interesting. There are two points to observe, first, there being but four trumps (the 4 Jacks), the Player must calculate carefully the power of these factors in his as well as his opponents hands, and secondly the suit cards, each suit (of 7 cards) having the same value, and the power of his trickmaking cards, when the trumps have been played.

With the four Jacks and no Aces, the Player may play a Grand if he has a long suit of at least 5 including Tenspot, he will lose one trick in this suit, and one on the remaining suit card, and can trump and get the balance of tricks. Without any of the four Jacks, a Grand is frequently played by the Player holding 4 Aces, and at least two Tens. He must depend on the suits being evenly distributed, should one of his Ace and Ten suits be too long, his play may turn out disastrous.

The Player with only one Jack, should have at least three good suits. By playing the Jack, he may force one or two Jacks. He should be careful to note the standing of the fourth suit, if he himself has the Ten guarded, it places him to some advantage. He may also hold several of the fourth suit, noting thereby that this suit is not too powerful in one of the opponents' hands. The possibility of the three Jacks and the long fourth suit being in one opponents hand is not likely, as can be noted by the bid.

With two Jacks falling bringing the lead in the long suit hand, the other partner will be enabled to throw off and capture one of your suit tricks by trumping, if he holds the remaining Jack. He must then return a lead to your advantage, and you may still win.

The Player holding the lead with the best Jack, and three good suits, is placed to a better advantage, as he may at once draw out one or two Jacks, and reduce the chances of having his three Aces and Tens trumped.

With Jack of Clubs and one red Jack, the Player must have at least *two* good long suits. If he cannot draw out both outstanding Jacks with his best Jack, he must then lead one of his long suits before playing his other Jack, until he forces the outstanding Jack to trump, whereby he can trump again with his Jack, and regain the lead.

The Player with either of the three Jacks, can easily draw or force the fourth Jack, reserving two to trump when he has cleared his hand of weak cards, and be enabled to use his long suit to advantage, whereby one long suit with Ace is a good Grand hand.

TIPPING:—Should the Player lead the Jack of Clubs, and one of the opponents not holding a Jack, he should show his strongest suit to his partner, by playing a small card of that suit.

Should a smaller Jack be led by the Player, the one opponent should, if his partner can take the trick or he thinks he can, throw in his bare suit card if Ten or King. Or otherwise indicate his strong suit, whereby his partner may get the bearing of the hands.

With one black and red Jack, and two good long suits, the extreme possibilities of a Player in the lead of a Grand, can, if he has Jack of Clubs, make his opponents "Schwarz," but if his black Jack is the Spade, he may himself be made "Schwarz." This play will be illustrated later.

The strength of Grand hands are illustrated as follows, without four Jacks (Matadors):



Play Ace Spade, then Ace Heart, then Ace Club and Ace Diamond, then follow with two Ten spots. Do not lead your Aces and Tens in succession, for if one of your suit is trumped the lead will come to you again in the other three suits.

Without three Matadors :



Play Jack \diamond , it will force one or two Jacks. You are sure of one Diamond trick, if one of your Ace suit is led, lead back Ten \diamond , forcing Ace (which may be ducked on your King lead), then you will be able to regain the lead.

Without two Matadors:



Play Ace \clubsuit , then Ace \spadesuit , then Ace \diamond , Ten \diamond , King \diamond , until a Jack is forced ; you then hold two Jacks for a favorable trick. Should you lead a Jack, and one of the opponents hold the two black Jacks, and draw out your other Jack, and Hearts are led long, you lose your game.

With four Jacks but no Ace :



In any position this hand is won, the opponents can only make two tricks, the player trumps at every opportunity, when he has the lead. Play Nine \spadesuit , this will either force the Ace or catch the Eight, the next lead will surely force the Ace, and only the Eight \heartsuit will allow another trick. Your opponents can even be "Schneidered."

Grand with two Jacks made "Schwarz."

The hands herewith illustrated, the Player has the lead. He should not lead his Jacks as stated before, but his suits until a Jack is forced. Should he have held Jack \clubsuit instead of Jack \spadesuit , and the other two Jacks be divided, of course he can make his opponents "Schwarz."

The lead hand holds (the Player):



The middle hand holds:










The back hand holds:




In the "Skat" are:



Should the Player have led the Jack , *B* puts in Eight , thereby indicating to his partner his strong suit, *C* takes with Jack .

C leads Jack , captures *A*'s Jack , *B* throws off a  or .

C then leads his Spades, *B* throws off his Spades and Hearts, *C* then leads Seven , putting lead in *B*'s hand, who makes balance of tricks, and the Player is "Schwarz."

The possibilities of a Grand:



At a glance the four weak cards would look to a player as the winning of a Grand quite doubtful; this would be the case if he has not the lead, but the Player in the lead can win his game without failure.

With his lead he is assured of six tricks, he takes in 18 cards, the two "Skat" cards belonging to him making 20, he holds in his hand four none-scoring cards, this leaves in his opponents hands only eight scoring cards, the summary of these at the very outside can be two Aces 22, two Tens 20, and four Kings 16, a total of 58.

A GRAND TOURNÉ.

The bidder on a Tourné, if he turns up a Jack, may announce Grand before looking at the other "Skat" card, which may or may not prove to his advantage in strengthening a Grand hand. He can also discard two cards to advantage, and use his extra trump Jack in scoring a trick.

Turning a Jack of an unfavorable suit, the Player frequently takes the chances of announcing Grand with the possibility of winning this game, as the suit turned would be lost.

The bidder holds:



And turns up Jack ♥, announces Grand, finds Nine ♠, and discards Ten ♦ and King ♥.

If in the lead, he draws out the remaining Jack, then plays Nine ♠ forcing Ten ♠, he can take by suit or trump next trick, then leads his Seven ♣ on which the Ten ♣ may fall, he then holds the Jack to regain the lead, and has all the high suit cards.

Even if the Ten ♣ is guarded twice and does not fall on first lead, the Player can afford to throw off the King ♣, or lead all his cards, except the King ♣, which he holds until the last, he will still have sufficient to win his game.

A GRAND GUCKSER.

The Guckser (or Call Grand), has had many opposing views as it involves considerable chance, which with the American spirit is always regarded as more fascinating.

The Player, in the hope of picking up favorable Skat cards, and strengthening the weak parts of a fair Grand hand, takes the *chance*, by this privilege, of picking up favorably. Should he however pick up unfortunately or otherwise lose his play, he must suffer twice the value of his play.

Care must be taken in playing the Guckser, as it cannot be indulged in too freely, taking reckless chances, combined with hard luck, have made enemies for this play. However

the player who uses discretion, and is careful to take the opportunity when presented favorably, will rarely suffer a defeat.

A lead hand may play Guckser when he holds the following:



He has the chance to strengthen any one or more of his suits, he can discard the Club and a Heart if not enhanced by the "Skat" cards. He plays Jack ♣ and draws out trumps, if the outstanding Jacks do not fall then he leads a long suit until the remaining Jack is forced, when the player can regain the lead or throw off, until he can use his Jack and remaining good suit to the best advantage.

Guckser in second or back hand:



When the Player does not have the lead, he must be careful before playing Guckser that he either has two Jacks with at least three Aces, or three Jacks with at least two Aces; these may vary under favorable circumstances. A Guckser with all four Jacks is often lost, and without four Jacks frequently won.

Four Jacks without an Ace, or even with one Ace is often lost, unless the Player has one long suit, or can get three well guarded suit tricks, and be able to trump tricks containing points sufficient to win his game.

A GRAND OUVERT.

Is when the Player lays his hand open, and defies the combined efforts of his opponents to take a trick. Although this play is of very rare occurrence, still there are many combinations in which this game can be made.

With four Jacks, and six of one suit including Ace, it is a sure game, as only one card remains to be taken in this suit.

Four Jacks, four Aces and two Tens, is the best possible hand to hold.

A Grand Ouvert is illustrated as follows :



Only two Diamonds being out, with three Diamond leads, the game is positive.

Grand Ouvert can also be played with less than four Jacks. The Player in this case must have the lead; with the two black Jacks only, he can lead openly and draw the outstanding Jacks, then lead his suits.

With *one*, having the Jack of Clubs and not the Spade, he must also hold the two red Jacks, so his one lead will take the outstanding Jack.

Not having the lead, and one Jack against him, the Player is always in danger of even losing this game.

Should he be second or back hand and hold the following :



The lead hand holding the Seven and Eight of Hearts, the partner not having a Heart, trumps with Jack \spadesuit , the Player must follow suit and loses.

Holding Ace, Ten, Queen and Nine of a suit, he may lose on the third trick of this suit, if one of the opponents holds the Seven, Eight and King.




IN PLAYING NULLO.




A Nullo may be illustrated as follows :







The Player announcing Nullo, thereby declaring he will not make a trick, has some advantage in having the lead. The above hand standing a fair show of being able to hold out and not make a trick, it has also three chances of losing, in the Spade, Heart and Club suits.

In defining the play the writer will describe the possible playing of both sides, which will explain the manner of play.

If the Player leads, he will lead the Eight , which must be taken and clears his hand of this suit. Should the lead be made by opponents, one of them may have five or six Clubs, and noting a Club being discarded by his partner on another suit, he would then lead Seven , the Player is forced to play the Eight , and the third player is out of the suit.

Again the lead hand having Nine , only, he leads it, the Player in middle hand ducks with Seven , the back hand takes the trick with a high card, he presumes his partner is out of this suit, leads back the Eight , and the Player is forced to take the trick.

The Heart suit can be lost if the Eight  is alone in one hand and led, the Player stays under with Seven  and back hand takes with Ace , leads back the Ten, the Player stays under with Nine , but is forced to take the Jack with the Queen.

The possibility of winning the above hand is very good, as the cards may be so led that the Player is able to get rid of the losing cards.

An opponent in the lead with Ace and Seven only, may play Ace first, noting the fall of the cards, lead back the Seven and thereby overturn the Player's game.

A long suit in the Player's hand without the Seven is almost sure to lose, unless the Seven falls on the opponents trick.

Nulló is often won with a bare Ace or other high bare suit card. In this, the Player takes a long chance that a suit may be led of which he has none, and this enables him to throw off this risky trick making card. Or also by leading a bare Eight of another suit, the same suit may be at once returned and in this way the only losing card is disposed of.

IN PLAYING NULLO OUVERT.

To play Oouvert, the hand must be still safer in none-taking trick cards, the fortunate distribution of the cards may be to the advantage of the Player, but an otherwise *safe* hand con-

taining a single Eight spot with Player not in the lead, may be lost. It is illustrated as follows:

The Player in middle hand holds :



The Elder hand holding Ace, Jack and Nine of Hearts, leads Ace, then Jack and Nine. The Player each time stays under, but back hand having no Hearts, throws off his Clubs, the Elder hand notes the Clubs thrown off, and holding the balance with Seven spot, leads the same and compels the Player to take it.

A REVOLUTION.

Or Nullo Ouvert Forcé, may be illustrated as follows:



The opponents openly combine their hands, and try to make the Player take a trick with one card led, or in one suit.

The Player must be able to stay under at least four times in a suit, the Ace in a suit of four loses the play, unless one of this suit should be in the "Skat," which is taking long chances.

THE PLAYING OF RAMSCH.

When a Ramsch is announced by all passing, each player tries to force or throw the points to his adversaries; the one obtaining the most points loses the game.

It should be well noted, do not avoid tricks by ducking every suit played, but estimate at once how much more may be forced on you if the same suit is led again, which you must take, and one of the players being out of this suit *smears* his scoring cards on your tricks.

An illustrated Ramsch hand is as follows:



In holding one or more Jacks, it is well when in the lead to play one Jack, if the highest and each holds a Jack, only six points will fall to you.

When a Jack is played, the player not holding any, will at once throw in a dangerous Ace or Ten.

Holding two red Jacks, play one at once, it may be that at least one of the black Jacks is in another hand (both not being in the Skat), and it takes one of your trick-making cards, otherwise high scoring cards may at the end be forced on you.

At the first opportunity, when you have not the suit called for, take the trick with the remaining Jack, which may be a cheap one if you have the last play, even if you are a second player and a non-scoring card is played of a suit in which you are out, trump with your Jack, the chance that the other player will *smear* a high scoring card is not as great as the possibility of receiving two high scoring cards on the last trick.

Next play your bare suit, if a King or Queen, as for example the Queen of ♣; should this be taken and same suit led again, you can throw off Ace ♠ or Ten ♥.

Should your Queen be ducked by both, next play Ten ♥, you will not make over 13 on this trick, as all are liable to follow suit on first lead, then play King which may force the Ace, if again ducked under, the Seven spot will not only force the Ace, but also a high scoring card to the holder of Ace.

If a Spade is led, at once play the Ace or Ten; this will be the cheapest as all may have suit, whereas if you should play Seven on the first King led, you are bound to make two Spade tricks, with the chance that the party out of this suit will *smear* large scoring cards to you.

If a Diamond is led, at once play on your King, otherwise the King may capture a big trick later on.

Exceptions in ducking tricks should be noted by the number of points they contain, as if you are playing the back hand, and the King ♠ led and the second hand being out of suit *smears* a big card, it may be well to let the trick pass, but even this may be dangerous, as the next two tricks in Spades which you must take, may be even more fatal.

It is well to note, who has already taken the most points, and when you have the opportunity throw in your scoring cards to this player, which will reduce your own liability of losing the game.



PART FIVE.



SCORING,
EXCEPTIONAL GAMES,
TABLE OF PAYMENTS,
ETC., ETC.



GAMES ANNOUNCED.

Where club rules or custom prevail, that do not play according to the official rulings of the National Skat League whose aim it is to make the game uniform; a new player joining the game, should be fully informed as to the various plays, limits and values prevailing.

When players join a game together for the first time, it should be understood before beginning the game.

1st, If the Call Play or Ramsch shall be played, or both,

2nd, If lowest game shall be Tourné,

3rd, If Guckser Grand and Passt Nicht shall be played,

4th, If Contra, Revolution or Guckser Nullos are permitted,

5th, If Revokes shall be fined the full value of the play or not,

6th, Rules for Misdeals and other regulations of the players. Should these not have been announced and agreed upon before beginning the the play, and a bidder has obtained the play, and has announced in due form any of the official games in Skat, he should be entitled to his game until otherwise agreed upon.

LIMITS.

The limit value of Points is also agreed upon, a prevailing limit is $\frac{1}{4}$ cent for each Point in value of the game played, viz., that if the Player wins a Club Solo with *one* valued at 24, each of the participants pays him 6 cents. If he loses the play, he pays to each of the other players 6 cents. When a score is kept and a settlement made at the conclusion of the game, the value of the game made by the Player is added to his score, and when lost, deducted.

A player not having scored is par, or "plus-minus."

A player that has scored and is above par, is "plus."

A player set back and below par, is "minus."

It is often the case, however, that at the conclusion it shows nearly even balances and a few cents difference is divided.

In a four handed game at $\frac{1}{4}$ cent limit, a player having extraordinary hard luck the entire evening, may lose at this limit a possible average of 400 Points below the other players, this would make him a total "minus" of 1200 Points, amounting at $\frac{1}{4}$ cent limit to \$3.00.

Limits can be played at $\frac{1}{20}$, $\frac{1}{10}$, $\frac{1}{5}$, $\frac{1}{4}$, $\frac{1}{2}$, 1 cents, etc., for each Point, at the same loss of 1200 "minus" at $\frac{1}{20}$, the loser would be out 60 cents, or at 1 cent a Point, \$12.00.

SCORING.

A player winning a game, the value is added to his score, if lost deducted; the balances always show how each player stands.

The cross (+) indicates plus, the dash (—), minus.

The scoring is usually kept as follows:

IN A THREE-HANDED GAME,

	<i>A</i>	<i>B</i>	<i>C</i>
<i>A</i> makes 16, <i>B</i> loses 12, <i>C</i> makes 10,	+16	-12	+10
<i>A</i> makes 24, <i>B</i> makes 21, <i>C</i> loses 18,	40	+ 9	- 8
<i>A</i> makes 48, <i>B</i> makes 20, <i>C</i> makes 22,	88	29	+14
<i>A</i> loses 18, <i>B</i> makes 36, <i>C</i> makes 10,	70	65	24
Continued,	97	85	
	112		
Totals at end of game - -	140	85	24
If $\frac{1}{4}$ cent limit, divide by 4, -	+35	+21	+ 6
	+14	-14	-29
	+29	+15	-15
	+43	+ 1	-44
<i>A</i> plus 14 to <i>B</i> 's minus, Totals, -	+14		
<i>A</i> plus 29 to <i>C</i> 's minus,	+29		
		Total plus	43
<i>B</i> minus 14 to <i>A</i> 's plus,	-14		
<i>B</i> plus 15 to <i>C</i> 's minus,	+15		
		Total plus	1
<i>C</i> minus to <i>A</i> 29, to <i>B</i> 15		Total minus	44

IN A FOUR-HANDED GAME.

The final totals supposedly stand as follows :

	<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>
	+ 60	+168	- 48	+ 80
At $\frac{1}{4}$ cent a Point	+ 15	+ 42	- 12	+ 20
	- 27	+ 27	- 27	+ 5
	+ 27	+ 54	- 54	- 22
	- 5	+ 22	- 32	+ 32
Balances	- 5	+103	-113	+ 15
<i>A</i> minus to <i>B</i> 27, plus on <i>C</i> 27, and minus to <i>D</i> 5, balance minus				5
<i>B</i> plus on <i>A</i> 27, plus on <i>C</i> 54, on <i>D</i> 22, total plus				103
<i>D</i> plus on <i>A</i> 5, on <i>C</i> 32, minus on <i>B</i> 22, balance plus				15
<i>C</i> loses minus <i>A</i> 27, to <i>B</i> 54, and to <i>D</i> 32, total minus				113

NOTE.—Should there be two winners and two losers, the totals of the two winners, with the totals of the two losers, should always agree.

USE OF COUNTERS.

Chips of different values may be used as a method of settling accounts after each hand is played. The winner of a game is paid by each participant in the game the amount won by chips; the Player, who loses his game, pays to each the amount of value of the game he lost, these are afterwards cashed in. The keeping of a score is by far the most convenient method of keeping accounts and settling.

HOLDING OF HAND.

If the cards in your hand are not properly arranged, it will oftentimes confuse the player whereby he may revoke, he should at a glance know the strength of his hand and of each suit. Arrange your hand with the highest cards, trumps or Jacks to the left, if black is trump, place your trumps to the left in order of value, then arrange a red suit next, then black again and red in their regular order, you can then quickly see what you hold.



COUNTING TRICKS PLAYED.

One of the best accomplishments of a good Skat player is to keep track, or a correct mental account of the tricks played. Not alone in the points taken by himself, but also those of his opponents. Also the number of trumps that have been played and those that are still out, as well as the suit cards that remain unplayed.

This seems somewhat difficult at first which practice soon overcomes. In keeping track of trumps (11 in number) the Player playing trumps twice, all honoring, knows there are 5 still remaining, deducting what he holds himself he can easily act accordingly, noting carefully the fall of the cards, also where his opposition lies. The opponents also are placed to advantage by noting this.

By keeping correct count of the points made in your tricks you can when near your winning point better calculate on a trick necessary to win your game.

By keeping track of points made by the opposite players, which many players do in preference to their own, it gives the Player better opportunity to calculate whether to let tricks pass or not.

With a weak hand, carefully count your own points, and figure what is necessary to win your game. With a strong hand, figure points of opponents, or what you can allow them.

KEEPING TRACK OF DEALS.

In a four-handed game, the question of whose deal it is can rarely arise, as the Dealer in his turn pauses, while the three others play.

In a three-handed game, the player to the left of scorer deals first, scorekeeper deals the third hand. An easy way to keep track "whose deal it is," is at the end of each third score of each player to draw a short line, it can be seen at a glance how many scorings are open, and the deal can then be made by the proper party.

Thus, if three scorings remain not underlined, it is the fourth deal, which is the first dealer, if four remain open, it is the fifth deal, etc.

NATIONAL LEAGUE PRIZE SCHEDULE.

The following is the official list, for awarding prizes in tournaments, adopted by the North-American Skat League.

1st Prize: For the greatest number of games won, after deducting those lost.

(If two or more players have the same number of games the one having the most points wins.)

2nd Prize: For the greatest number of points won.

(If two or more players have the same number of points the one having the greatest number of games, after deducting those lost, wins.)

3rd Prize: For a Solo won against the greatest number of matadors.

(a. The value of the Solo precedes, viz.: 1. Grand, 2. Clubs, 3. Spades, 4. Hearts and 5. Diamonds.)

(b. In case of two or more equal games against an equal number of matadors, the total value of the respective game decides; that is to say, Schneider will precede as also Schneider angesagt, etc.)

(c. In case of two or more equal games of equal value against an equal number of matadors, the greatest number of points decides.)

4th Prize: For the second greatest number of games won, after deducting those lost.

(If two or more players have the same number of games the one having the most points, wins.)

5th Prize: For the second greatest number of points won.

(If two or more players have the same number of points, the one having the greatest number of games, after deducting those lost wins.)

6th Prize: For the highest game, won.

(If two or more players have won a game of equal value, the one who has the greatest number of points, wins.)

7th Prize: For a Tourné won, against the greatest number of matadors.

(If two or more players have a game an equal number of matador, the rule stated at 3rd Prize shall govern.)

(In deciding the relative value of different Tourné Plays, where there is a tie the same rank as given in the case of Solo games shall apply, always considering Tourné as a class in itself.)

EXCEPTIONAL GAMES.

NOTES AND COMMENTS:—Exceptional games and novelties are not new, nearly all have had their periodical runs since the game of Skat existed.

The beauty and interesting features in the game of Skat, is to play evenly balanced hands and games against Matadors. While it is true poor run of cards may befall a player, the more fortunate holder lessens the interest when exaggerated basis are used, also Contrás and Guckser suit Solos which make the game practically a "show down," instead where one or two off cards, by finessing on both sides may decide the game played.

In describing a number of these games under this heading, it must be understood that "Beer Skat" is a game by itself. Comparative Skat a game of skill by a number of players playing the identical hands, and two-handed Skat of interest for two players.

BEER SKAT.

The term "Beer Skat" differs only in the fact that it is played for a passtime, or to the extent of forcing one of the parties to a point whereby he loses, and is obliged to pay for the cigars or beer, *et cet era*.

In a three-handed game the player who is first forced to 151 Points, has lost the game.

In a four-handed game, the first one reaching 201, loses.

The manner of scoring differs, in that, the losing of a game of the Player is charged to him, that is if he loses a game valued 24 in a three-handed game, he is charged 48, once for each player. In a four-handed game this would be 72.

If the player wins a game of 24, *each* of the opponents is charged 24. It will be seen that the charging up each time to the loser or losers, continually forces the scores up, until the fatal limit has overtaken one of the players.

Considerable merriment comes into the game, as each strives to see one of his opponents elected, and every player will take small chances to establish a play, as the possibilities of losing the same, forces up his account to a point, which may first force him to the fatal limit.

The Ramsch game therefore cuts a big figure, as the players not risking much, pass, and Ramsch is the order of play, which will fall to one of the players, whose account is charged 10 for each participant, or 15 for each, if one is Jungfer.

COMPARATIVE SKAT.

It is due to Dr. Charles Southwell of Milwaukee, that a system named "Comparative Skat" has been invented by which concise comparison may be made between players as to bidding, judgment and prowess.

Regular Skat cards are used with the numbers 1 to 72 printed around the edge of the backs. Table No. 1, beginning with deck No. 1, punches out this number through the deck, and continue up to the number of decks required for the tournament.

In the center of a shield printed in the middle of the back of the cards, is the word Skat, around the word Skat are printed the letters N. E. S. and W. Cards are well mixed and dealt in regulation way, the hands are then punched in the position held indicated by the letters, the two "Skat" cards remain unpunched.

After playing the game, the hands are re-dealt at same table as they are quickly sorted by the punch marks, banded and placed back in case and passed to next table, where players at once find their hands in same position.

When all tables are through with all of the decks, the scores of all players in the same position, are posted in a column and a wide divergence is usually found. Attention is called to the fact that while a player plays with the men at his table, he is really contending against or competing with the players at the other tables, who occupy the same seat.

The number of tables participating, also the number of deals or hands to be played, can be equally divided by the number of decks used. It is plainly evident, therefore, that all tables are equally and similarly engaged in playing, redealing and passing decks to next table.

To expedite the tournament still more, the set of cards to be played, may be carefully and regularly dealt, punched and prepared by a committee beforehand.

TWO HANDED SKAT.

Two handed Skat with *dummy* is also quite interesting, the dealer deals first to Elder hand and also bids to him, the second hand is dealt to the *dummy*, the dealer receiving the third hand.

The game proceeds in regular order, in any game with or without the two "Skat" cards, the Elder hand having the lead.

As soon as a game is established the dummy is laid face up, excepting in Ramsch, the opponent to the Player also playing the dummy in regulation order.

The opponent can play from his hand, and in due order from the dummy hand to the disadvantage of the Player.

The Player has equal advantages, knowing his discard, and also noting from the exposed dummy exactly his opponents holding.

In Ramsch the dummy does not count.

ENHANCED BASIS VALUES.

Few localities play overrated basis values, by increasing the values of some of the plays, these have not been approved, and are not official.

Tourné Grand a basis value of 12.

Guckser Grand a basis value of 18.

Solo Grand a basis value of 24.

Nulla a basis value of 23.

Null Ouvert a basis value of 46.

GUCKSER NULLOS.

Or Purchase Nullo (Call Nullo), is still in vogue in many circles; the value of the play is 20. A player obtaining the bid at this figure, announces Guckser Nullo. He thereby takes up the two "Skat" cards without showing them, enabling him to discard two cards to advantage. Should he then lose by having a trick forced upon him, he loses double, 40.

Same in Null Ouvert, winning 40, losing 80.

NULLO TOURNÉ.

The bidder obtaining the play on a Tourné bid, and turning up a seven or other small card, which may enable him to announce Nullo, must so decide before he looks at the second "Skat" card, which may prove to his further advantage, or disadvantage. The single value of winning or losing this game is 16.

The Player may also play this game "Ouvert" after seeing the second card. In this event the single winning or losing value is 32.

NULLO WITH TRICKS.

This game is the same as the common or regulation "Nullo," with the exception that the play is not ended when one trick has been forced on the player, but he is also fined one-half (10) for each additional trick he makes. The game has been discarded as a Nullo player seldom could have more than one trick forced upon him, and furthermore as a Nullo hand only has one scoring value, it should not cost the Player any more if he loses.

Nullo with the Jacks as trumps, without the Player having the lead, but holding the smallest or one of the red Jacks is also interesting. The opponents not alone try to make the Player take a trick or suit, but each also endeavors to take in his Jacks when possible, so that when the last trick comes, all Jacks but the one held by the Player is left for a a trick.

UNO AND DUO.

This is also one of the discarded games, still played in some East American circles, as well as in many places on the old continent. The single value of the game is the same as Nullo 20, or played Ouvert 40.

Each suit becomes alike as in Nullo, excepting the four Jacks (as in Grand) become trumps.

The conditions of the play are, that the Player announcing Uno, must take one trick only to win his game, to make more or none, he loses his game.

In Duo, the Player must take *two* tricks, if he takes more or less he then also loses.

WITH "SKAT" EXPOSED.

The playing with the "Skat" exposed. The two cards of the "Skat" are laid face upward on the table, and enable the players to bid on games with their help. It is also one of the ancient variations, and has been ruled out as a poor adjunct in the game of Skat.

CONTRA AND RE-CONTRA.

One of the opponents deeming the Player can be defeated in his play announces "Contra." In case the player is then defeated in his game, he loses twice the value of his game played, and the opponent announcing contra wins once the value of the game, the third party stands even equally as to the game being won or lost, the later assisting his partner to defeat the Player. In case the Player, however, wins his game, he wins twice the value of game played, and the opponent announcing contra loses one time the value.

The Player may retaliate by announcing Re-Contra. Should he then win, he wins three times the value of the game, and the opponent who first announced Contra loses two times its value, the losing by Player at the same ratio.

Diversified opinions exist in the few localities in which the unofficial "Contra" is played as to the penalties in Passt Nicht and Guckser. First theory is that the Player losing, loses once the value of the game (the opponent should win no more than one value), once more for being Guckser, and once more for being Contra. Second theory the value of loss of play being doubled, is again doubled by Contra, the Player winning, only wins twice the value of play, but if lost loses 4 times the value, and opponent winning 2 times value of play.

Still another theory in "Contra" is played, where the opponent announcing contra does not lose and the Player either wins or loses two times the value of his game, but in re-contra his game is again doubled, making the winning or losing 4 times the value of his play. The opponents not being penalized are more apt to announce contra, this also doubled by Passt Nicht places the player in such a position that he must have safe hands to play.

See also details under "General Rules."

COMMENT:—There are two serious draw-backs where "Contras" are played, affecting the fine plays in the game of Skat. The opponent announcing contra advises his partner that he is strong in trumps against the Player, thereby exposing the holdings. Again a player is too timid to risk plays against a number of Matadors, which are considered the finest games in the game of Skat.

GUCKSER AND OPEN SOLOS.

These plays are almost simply a "show down," the announcement of a suit solo and picking up the two "Skat" cards, limits the chances of the Player being defeated, although he loses double if he should lose his play. Open Solos to add double the value of play, is also an exaggerated value for strong and fortunate holdings.

POINT RAMSCH.

This game is practically the same as the ordinary Ramsch with the exception that the loser loses in value the number of "Points" which he receives in his tricks.

In playing a hand or round of Point Ramsch, it must be agreed to by all players beforehand. It lends a variation to the game.

FORCED RAMSCH.

Forced Ramsches are somewhat spirited, and may become quite costly to a player in hard luck. The one who loses, loses the value in Points, as in Point Ramsch.

In this game it is generally agreed that every third, fourth or fifth round of deals *must* be played Ramsch; also at end of sitting the last three rounds must be played Ramsch.

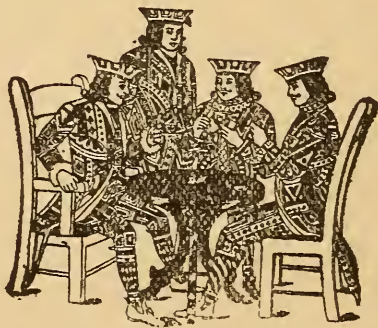
The exception oftentimes is made: One of the players fearing he will lose the Ramsch, may announce and play a Grand Solo, whereby he may win or lose the value of a Grand only.

SCHIEB RAMSCH.

Schieb or Push Ramsch, the first hand appropriates the two "Skat" cards and discards two cards to his advantage to the next player, who again likewise discards two cards to last player, who in turn discards two cards which go to player taking the last trick.

Forced play of Ramsch is then in order, the loser is penalized either the full amount of points he receives, or one-half their value.

As the last player may have a strong hand, and with a few tricks added by opponents ducking, he is oftentimes able to make all tricks, the opponents then are each penalized 60 points, while each participant endeavors to make as few tricks as possible, they must guard against one player making all the tricks.



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UNIQUE SKAT HANDS.

The many possibilities in the game of Skat, may be illustrated by following extreme hands.

With following hand the Player in the lead can play and win every game.

A the Player holds:



B hand holds:



C hand holds:



In the "Skat" are :



He can play Frage, or Tourné any card and make Schwarz.

He can play any suit Solo and make Schwarz.

He can play Guckser or Solo Grand and make Schwarz, as well he wins a Grand Ouvert.

He can play Nullo or Null Ouvert and not take a trick.

The following extreme possibilities is of interest. The distribution of cards are such, that the Player can win a Club Solo without a single trump, also holding no ace in his hand. The play is further enhanced by the fact that he may sit in any position, or the lead may be from any hand, he wins his game.

The Player holds:



One opponent holds:



Other opponent holds:



In the Skat are :



TABLE OF PAYMENTS.

THE PLAY	WITH OR WITHOUT ONE MATADOR.				WITH OR WITHOUT TWO MATADORS.				WITH OR WITHOUT THREE MATADORS.				WITH OR WITHOUT FOUR MATADORS.			
	GAME	SCHNEIDER	SCHWARZ	ANNOUNCED	GAME	SCHNEIDER	SCHWARZ	ANNOUNCED	GAME	SCHNEIDER	SCHWARZ	ANNOUNCED	GAME	SCHNEIDER	SCHWARZ	ANNOUNCED
Tourné Call Play	1. Diamonds	3	*	*	3	4	5	*	4	5	6	*	5	6	7	*
	2. Hearts	6	*	*	9	12	10	*	8	10	12	*	10	12	14	*
	3. Spades	9	*	12	16	20	15	*	12	15	18	*	15	18	21	*
	4. Clubs	12	*	16	20	25	20	*	16	20	24	*	20	24	28	*
Tourné Call Play	5. Diamonds	15	*	20	24	30	25	*	20	25	30	*	25	30	35	*
	6. Hearts	18	*	24	28	35	30	*	24	30	36	*	30	36	42	*
	7. Spades	21	*	28	32	40	35	*	28	35	42	*	35	42	49	*
	8. Clubs	24	*	32	36	45	40	*	32	40	48	*	40	48	56	*
Solo	9. Diamonds	27	36	45	54	63	54	63	36	45	54	63	45	54	63	72
	10. Hearts	30	40	50	60	70	60	70	40	50	60	70	50	60	70	80
	11. Spades	33	44	55	66	77	66	77	44	55	66	77	55	66	77	88
	12. Clubs	36	48	60	72	84	72	84	48	60	72	84	60	72	84	96
Grand	Tourné	36	*	48	60	72	60	72	48	60	72	60	60	72	84	*
	Solo	32	48	64	80	96	96	112	64	80	96	112	80	96	112	128
	Guckser	24	36	48	60	72	60	72	48	60	72	60	60	72	84	*
	Guckser Lost	48	72	96	120	144	120	144	96	120	144	120	120	144	168	*
Null	Ouvert	24	36	48	60	72	60	72	48	60	72	60	60	72	84	*
	Null	20	30	40	50	60	50	60	40	50	60	70	50	60	70	80
	Null	40	60	80	100	120	100	120	80	100	120	120	100	120	140	160
	Null Revolution	60	90	120	150	180	150	180	120	150	180	180	120	150	180	210

NOTES: * In the Call Plays and Tourné, "Schneider" and "Schwarz" cannot be announced.
 In the Solo games when "Schwarz" is made, and "Schneider" not announced, the value falls back one column.
 The Grands have only four Matadors. The Nulls have only one scoring value. Ramsch costs 20, when 1 jungfer 30.

TABLE OF PAYMENTS.—Cont'd.

THE PLAY	BASIS VALUE	WITH OR WITHOUT FIVE MATADORS.				WITH OR WITHOUT SIX MATADORS.				WITH OR WITHOUT SEVEN MATADORS				WITH OR WITHOUT EIGHT MATADORS.			
		GAME	SCHNEIDER	SCHWARZ	ANNOUNCED	GAME	SCHNEIDER	SCHWARZ	ANNOUNCED	GAME	SCHNEIDER	SCHWARZ	ANNOUNCED	GAME	SCHNEIDER	SCHWARZ	ANNOUNCED
{ Diamonds Hearts Spades Clubs Diamonds Hearts Spades Clubs Diamonds Hearts Spades Clubs }	1.	6	7	8	...	7	8	9	...	8	9	10	...	9	10	11	...
	2.	12	14	16	...	14	16	18	...	16	18	20	...	18	20	22	...
	3.	18	21	24	...	21	24	27	...	24	27	30	...	27	30	33	...
	4.	24	28	32	...	28	32	36	...	32	36	40	...	36	40	44	...
	5.	30	35	40	...	35	40	45	...	40	45	50	...	45	50	55	...
	6.	36	42	48	...	42	48	54	...	48	54	60	...	54	60	66	...
	7.	42	49	56	...	49	56	63	...	56	63	70	...	63	70	77	...
	8.	48	56	64	...	56	64	72	...	64	72	80	...	72	80	88	...
	9.	54	63	72	81	63	72	81	90	72	81	90	99	81	90	99	108
	10.	60	70	80	90	70	80	90	100	80	90	100	110	90	100	110	120
	11.	66	77	88	99	77	88	99	110	88	99	110	121	99	110	121	132
	12.	72	84	96	108	84	96	108	120	96	108	120	132	108	120	132	144
{ Diamonds Hearts Spades Clubs Diamonds Hearts Spades Clubs Diamonds Hearts Spades Clubs }	1.	10	11	12	...	11	12	13	...	12	13	14	...	12	13	14	...
	2.	20	22	24	...	22	24	26	...	24	26	28	...	24	26	28	...
	3.	30	33	36	...	33	36	39	...	36	39	42	...	36	39	42	...
	4.	40	44	48	...	44	48	52	...	48	52	56	...	48	52	56	...
	5.	50	55	60	...	55	60	65	...	60	65	70	...	60	65	70	...
	6.	60	66	72	...	66	72	78	...	72	78	84	...	72	78	84	...
	7.	70	77	84	...	77	84	91	...	84	91	98	...	84	91	98	...
	8.	80	88	96	...	88	96	104	...	96	104	112	...	96	104	112	...
	9.	90	99	108	117	99	108	117	126	108	117	126	135	108	117	126	135
	10.	100	110	120	130	110	120	130	140	120	130	140	150	120	130	140	150
	11.	110	121	132	143	121	132	143	154	132	143	154	165	132	143	154	165
	12.	120	132	144	156	132	144	156	168	144	156	168	180	144	156	168	180
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	3.	30	33	36	...	33	36	39	...	36	39	42	...	36	39	42	...
	4.	40	44	48	...	44	48	52	...	48	52	56	...	48	52	56	...
	5.	50	55	60	...	55	60	65	...	60	65	70	...	60	65	70	...
	6.	60	66	72	...	66	72	78	...	72	78	84	...	72	78	84	...
	7.	70	77	84	...	77	84	91	...	84	91	98	...	84	91	98	...
	8.	80	88	96	...	88	96	104	...	96	104	112	...	96	104	112	...
	9.	90	99	108	117	99	108	117	126	108	117	126	135	108	117	126	135
	10.	100	110	120	130	110	120	130	140	120	130	140	150	120	130	140	150
	11.	110	121	132	143	121	132	143	154	132	143	154	165	132	143	154	165
	12.	120	132	144	156	132	144	156	168	144	156	168	180	144	156	168	180

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